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AUTO ASSEMBLY 2011

CYBERTRONIAN TIMES

12th - 14th August 2011



AUTO ASSEMBLY 2011

Introduction

I'm sitting here typing this out with less than two weeks to go before Auto Assembly 2011. It's hard to believe that the convention is almost upon us again - the year has gone so quickly although at times it hasn't felt like it.

This has probably been our most stressful and testing year as a convention. On a personal level, so many of our team have had to endure personal hardship and difficulties, have experienced numerous health and family problems and several of them have found themselves in the unenviable position of becoming unemployed. These are tough times for everyone, but organising an event like Auto Assembly - certainly for myself - has helped to give me a sense of focus when other things around me seem to be going wrong, and I know that there are others on the team who feel the same way.

It has been an incredibly eventful year for us as a convention though. For those of you who don't know, a few months ago we took the European convention Nordcon under our wing to allow us to help strengthen their event sharing our knowledge and experiences with them and being on hand whenever they need us. The end result...? Auto Assembly Europe 2011 will be taking place later this year in Uppsala, Sweden and we're just finalising details with the hotel to confirm the date!

Despite reservations from most fans, Dark Of The Moon has received almost universal praise from fans everywhere and Michael Bay has managed to go some way towards redeeming himself in the eyes of many of his doubters. Who knows what direction the films will take now that he has left the helm, but at least the series ended on a high and Transformers are seeing a resulting public "credibility" factor that they haven't enjoyed for a long time. Whether you love or hate the movies, you have to give some credit to Michael Bay, Stephen Spielberg and Don Murphy for that and helping to make Transformers "cool" again!

One thing I can never do enough is thank everyone who has helped make Auto Assembly possible. I don't want to be the sort of person to reel of a list of names as you usually find out that you have missed people out, but I do want to thank all of the Auto Assembly committee for all their hard work this year in making this convention happen, especially those of the team who seemed to live and breathe Auto Assembly for the last 12 months!

I want to thank all of our incredibly generous sponsors this year. Without them, we wouldn't have all the guests we do this year, we'd have a rather sparse goodie bag, and we certainly wouldn't be able to do half of what we do achieve each and every year.

Finally, I want to thank, and dedicate the convention to my wife Trish and our daughter Hannah. If it wasn't for their continued love and support, and for all the behind the scenes work they both put into the convention, Auto Assembly simply wouldn't exist any more.

Anyway, if you're still at the convention, enjoy the weekend and if you're reading this at home afterwards, we hope you had a great time and hopefully we'll see you again in 2012 when we go through it all again!

Simon Plumble
Committee Head, Auto Assembly

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GUEST PROFILES

DAVID WISE

GUESTS OF HONOUR

DAVID KAYE

GREGG BERGER



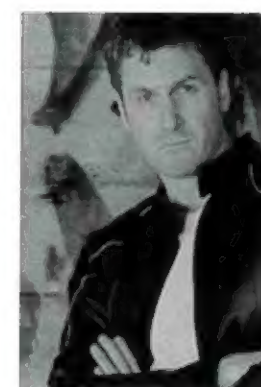
We are happy to welcome **David Wise** to his first Auto Assembly. If you have seen any cartoons in the 80's or 90's then you must have had some exposure to his work.

Wise began experimenting with animation and live-action film at the age of seven, under the tutelage of several noted artists and experimental filmmakers, including Len Lye, Francis Lee, and Stan VanDerBeek. Wise created dozens of brief animations using cut-outs, scratch-on-film techniques, as well as conventional cel animation. In 1963, at the age of eight, Wise released a compilation of his experiments, entitled "Short Circuit." Distributed by the Filmmakers' Cooperative, "Short Circuit" was shown throughout the world, won several awards, and was the U.S. entry in the "Child & the World" festival in Czechoslovakia. Writing in the Village Voice, noted filmmaker and critic Jonas Mekas called Wise "the Mozart of Cinema." [1] Wise was also written about in Time, Life, the New Yorker, Variety, and numerous other publications. By the time he was nine, he was lecturing on filmmaking at universities and film societies (including Washington & Lee and the University of Maryland at Baltimore), and appeared on numerous television shows, including I've Got a Secret with Steve Allen as host.

At the age of sixteen, he abandoned film-making for writing, determined to become a professional science fiction writer. The following year Wise sold several SF short stories to various anthologies. This led directly to his first television writing job, an episode of Filmation's animated Star Trek series entitled "How Sharper Than a Serpent's Tooth," written in collaboration with Russell L. Bates. The episode won Wise the Emmy for best children's series—the only Emmy the original version of Star Trek ever won.

After a successful stint of live action work, writing for Glen Larson's Buck Rogers (the well-remembered "Space Vampire" episode) and the Lynda Carter series Wonder Woman, Wise returned to animation in the 1980s, collaborating on many of the animated endeavours of that period such as He-Man and Mighty Orbots.

Wise was also responsible for writing some of the most



controversial and memorable Transformers episodes of all time during the second and fourth seasons, including the Optimus Prime origin story "War Dawn", the comedy chase format of "Kremzeek", and the final three episodes of the original G1 series "The Rebirth", which Wise was forced to edit from five parts to three due to diminishing popularity of the franchise. During this period Wise also wrote scripts for Jem and My Little Pony.

In 1987, Wise was given the call to develop and write a five-part animated television pilot based on a little-known independent comic, Teenage Mutant Ninja Turtles. Wise thus became one of the principal forces behind the reinvention of the darker toned black and white Mirage title into a fun, bright, cheerful animated phenomenon, creating the classic phrases "Cowabunga, dude", and developing original characters like Krang and Rocksteady and Bebop. [citation needed] Wise remained on board for most of its then-unbeaten lifespan of ten years (finally beaten by The Simpsons), writing and story editing over 100 episodes.

Wise would leave the series after the ninth season, the first that would not involve most of the characters he had crafted and helped mold for much of his run.

Wise next worked on Disney's Chip 'N' Dale Rescue Rangers, and Mighty Ducks cartoons, and also wrote three episodes for Batman: The Animated Series, "The Clock King," "The Strange Secret of Bruce Wayne (based on Steve Englehart's comic book story)," and the origin story of The Riddler, "If You're So Smart, Why Aren't you Rich?"

He wrote the Battletoads animated pilot episode, as well as the two-part pilot for C.O.P.S., "The Case of C.O.P.S. File 1." He wrote and story-edited such comic-based series as Cadillacs and Dinosaurs and Jim Lee's WildC.A.T.S. He also developed, story-edited, and wrote most of the 26 episodes of Disney TV's Mighty Ducks: The Animated Series. During this period he also wrote and produced the live-action film Beastmaster III: The Eye of Braxus, and was the first writer/story-editor on an animated interpretation of Zorro. Most recently, he has written the final episode of the fourth series of the Doctor Who-related Gallifrey (audio series).

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David Kaye

A man of a thousand voices -- and a growing number of faces - actor David Kaye was already a radio professional by the age of 16. Working summers and weekends during his high school years in Peterborough, Ontario, he dropped his plans for a psychology degree to pursue a full-time career on-air.

Kaye's breakthrough came as a radio personality on a station in London, Ontario, and he followed that with a move to Vancouver's CKLG. There he handled every shift before joining the popular "Morning Zoo" crew.. Writing and improvising material for the Zoo soon gave him a taste for more challenging fare, so he undertook acting studies.

"When I was still in radio," recalls Kaye with an uncontrollable smile, "somebody told me I would never make a living in this town doing voice-overs. That was all I needed to hear." Kaye has since worked non-stop as a voice actor. He began by supplying vocal personalities to cartoon characters on series like G.I. Joe (the Canadian's first cartoon character was as the "great American hero" GENERAL HAWK!), G.I. Joe Extreme; David played the infamous MEGATRON across several series such as Beast Wars, Beast Machines, Armada, Energon and Cybertron. He then crossed the barricade as it were to voice Optimus Prime in the highly popular Transformers: Animated series.

He would return once again to the GI Joe fold with the recent GI Joe Renegades series from Hasbro. Other shows include D'Myna League, Kleo The Misfit Unicorn, Street Fighter, Kong, Exo Squad, X-Men: Evolution. He also lends his voice to CLANK, in the popular Playstation 2 game, 'Ratchet and Clank'; SESSHOMARU in the new anime Inuyasha; Finally, fulfilling another lifelong ambition, David Kaye has also worked for the "the mouse", for a Disney Christmas project 'Mickey Mouse's Twice Upon A Christmas'.

But more than 'toon-town beckoned. As part of North Vancouver's First Impressions theatre company, Kaye landed key roles in classic plays such as Noises Off, Of Mice and Men, Who's Afraid Of Virginia Woolf?, A Streetcar Named Desire, and Harvey. Early television auditions yielded supporting roles in the series Northwood and M.A.N.T.I.S., and in TV-movies like Someone Else's Child and Zalinda's Story for ABC's Lifetime. On the big screen, he was often cast - not too surprisingly - as TV reporters (in Tailhook, Sliders, and Adam Sandler's Happy Gilmore. Over the years, however, he has been recognized for his growing skills with lead, co-starring and guest starring roles in The Outer Limits, So Weird, The Sentinel, Viper, to name a few. He performed the lead role in The Love Charm, a half-hour independent film which won the Best Short Film Award at the Leo Awards (Vancouver). The actor also co-starred in the TV movie Prince of Mirrors: The Rich Donato Story, and Mermaid (starring Ellen Burstyn) in which he played a supporting lead role.

Kaye counts guest-starring with Michael York on Dead Man's Gun as one of his best acting experiences. "I have been really lucky with the direction my career has taken... I've been able to do my own thing." That "thing" includes dead-on comic timing and a flair for intense dramatics. The six-foot, brown-haired Kaye comes by his flamboyance naturally, since he counts Captain Blood - the infamous model for Errol Flynn's most swashbuckling role - as one of his family ancestors.

Gregg Berger

In addition to launching greggberger.com and SoundBitesOnline.com and releasing his autobiographic audio CD, Think Globally... Act VOCALLY (and Voice Virtue), Gregg Berger continues to combine his on camera, stage work, writing and his Convention personal appearances with his consistently busy voice over career.

As an animation voice-over talent, it's been a dog's life for Gregg Berger and that's just the way he likes it. He has been the voice of Odie the dog on Garfield and Orson Pig on U.S. Acres in the Garfield and Friends television series... as well as the voice of Cornfed Pig in Duckman. Gregg was also the voice of Niles Crane's cockatiel 'Baby' on Frasier, The Gromble in Ahhh!!! Real Monsters! Eeyore in Kingdom Hearts and many of the Winnie The Pooh projects, Kraven the Hunter and Mystero on SpiderMan, Agent Kay in Men In Black, Bill Licking on Angry Beavers, Bud on Channel Umptee-Three and Vic on Julius and Friends. He has helped save the universe as Grimlock on Transformers and as Spirit on G.I. Joe and he has careened through the galaxy as A.B. Sitter on Fantastic Max and has even had a blind date with Judy Jetson as Curly Quasar on The Jetsons (in addition to berating his favorite employee as Mr. Pinkley on Cathy). Of course, he also continues to guest star in various and sundry episodes of a great many other current animated series.

Gregg Berger's Interactive Game credits include work for Ensemble Studios, Lucas Arts, Disney Interactive, Dreamworks Interactive, Electronic Arts, Naughty Dog, Sierra, Westwood and others. Game titles include Halo Wars, Spiderman Web of Shadows, Wolverine: X Men Origins, Final Fantasy X and X-2, Star Wars: Episode One Racer and Star Wars: Phantom Menace, Kingdom Hearts as Eeyore, Winnie the Pooh/Eeyore Interactives, Curse of Monkey Island, and more.

His voice can also regularly be found on radio and television commercials, network promos and feature film trailers.

Gregg Berger's on camera feature film roles include in addition to his cameo in Dreamgirls as the Chicago DJ, Porchlight Pictures' Mr. Chips, Warner Brothers' Police Academy: Mission To Moscow, Touchstone Pictures' Spaced Invaders, HBO Films' Running Mates, as well as the animated films Rover Dangerfield, The Rugrats Movie, Recess: School's Out, and Fly Me To The Moon.

Berger's television credits include starring roles in three pilots for CBS, a recurring role in St. Elsewhere and numerous guest starring roles in episodic series, including Becker, The Drew Carey Show, The Amanda Show, Wings, L.A. Law and many more.

On stage, Gregg Berger has appeared in both the New York and Los Angeles productions of the controversial Loose Lips, the La Jolla Playhouse production of Figaro Gets A Divorce, directed by Robert Woodruff and he was directed by the late John Cassavetes in the world premiere of The Third Day Comes. He was a performing member of the improvisational comedy group The Groundlings and also appeared with the Deaf West Theatre Company in their highly praised signed and spoken production of One Flew Over The Cuckoo's Nest.

Gregg also volunteers his time and talents to Los Angeles based Famous Fone Friends, making calls to kids in Pediatric Hospitals all across the country.

Gregg and his family live in a ranch community just outside of Los Angeles where they enjoy their three cats, their rabbit, their bird, their neighbors' horses and the cool afternoon breezes.

CYBERTRON: THE MIDDLE YEARS

(Originally presented in Transformers Weekly Issue 83, written by Simon Furman)

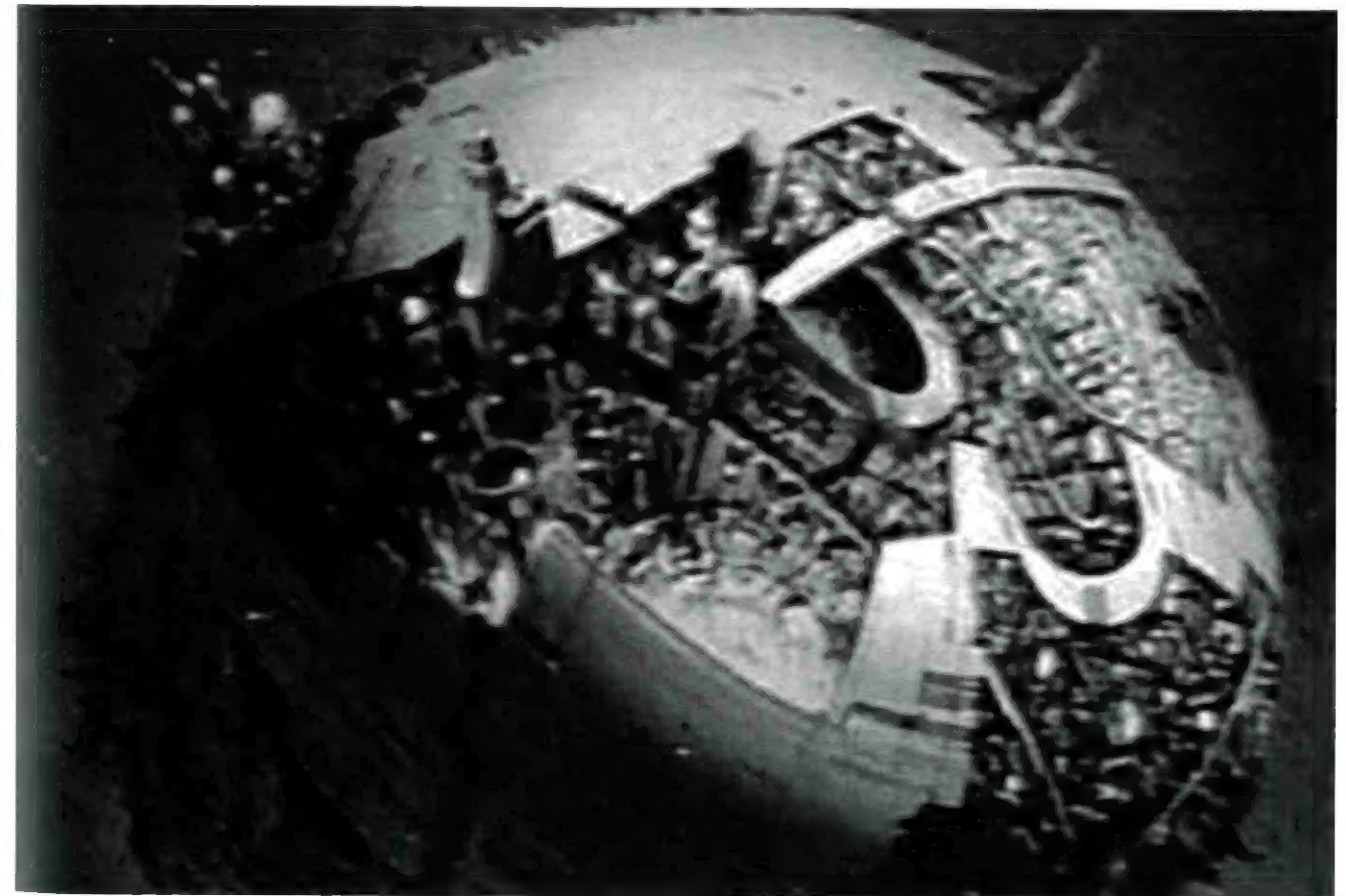
DOWNFALL!

With the disappearance of their leader and some of the most powerful Autobot warriors, the Autobot army fell into disarray. Though the Council of Autobot Elders led by High Councillor Traachon - tried to bond their remaining soldiers together once more, it was the Decepticons (also bereft of their high command who took the initiative. A young and ambitious War-Lord named Trannis seized control of the Decepticon army.

Sensing the Autobot weakened state, Trannis systematically began to undo all the work Optimus Prime had done. City states that he had liberated fell in quick succession to a vicious and concerted campaign of terror, backed with brutal force. The Autobot army became scattered, with surviving units going underground to begin guerrilla warfare. Despite his successes, Trannis reached the same deadlock experienced by his predecessor when he reached Iacon, the Autobots' capital city state. From the highly fortified city, the Autobots resisted all of Trannis' attempts to capture Iacon. The deadlock remained for hundreds of thousands of years, until Trannis - now in almost total control of the rest of Cybertron - decided that Iacon wasn't simply worth capturing intact any more. That decided, he unleashed the full might of the Decepticon firepower against the city, almost levelling it in the process.

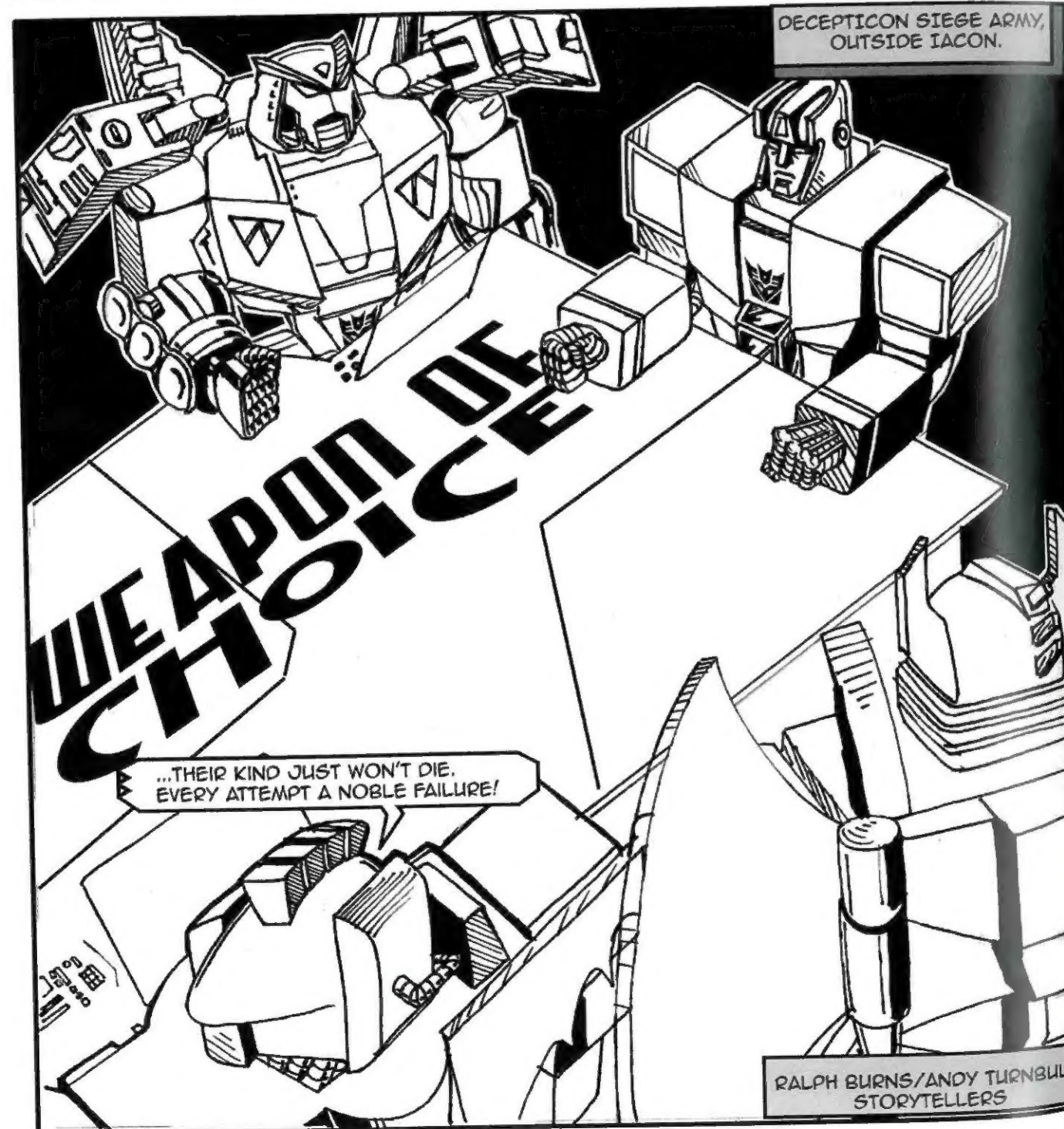
The Council of Autobot Elders met in emergency session and decided almost unanimously to surrender to the Decepticons rather than face utter annihilation. One council member, however, decided that he must fight on. Gathering a squad of over one hundred Autobots faithful to him, Emirate Xaaron fled Iacon through disused utility ducts. His fears concerning the Autobots surrender bore fruit when War-Lord Trannis marched triumphantly into the shattered shell of Iacon. His first act was to execute all the members of the Council!

The Decepticons believed their victory to be total. Soon, Trannis reasoned, even the small pockets of resistance would be destroyed. Unknown to Trannis over the next thousand or so years, Emirate Xaaron united all the scattered remnants of the Autobot army. They lay low, building in numbers and strength as Trannis grew progressively more complacent in his rule. Unknown to Xaaron, plans were afoot to unseat Trannis, whom many Decepticons felt had lost his killing edge. Xaaron therefore unwittingly aided the Decepticons when he sent his crack troop of commandos, The Wreckers to assassinate Trannis. They succeeded, yet ultimately failed. With Trannis gone, the Decepticon, Lord Straxus arose to take his place. Straxus was merciless and relentless in his pursuit of the remaining Autobots and Xaaron's fragile position of power was shattered. Once more he and the Autobots had to flee into hiding.



IN MEMORIES' PAST, ON
A WORLD LOST IN SPACE...

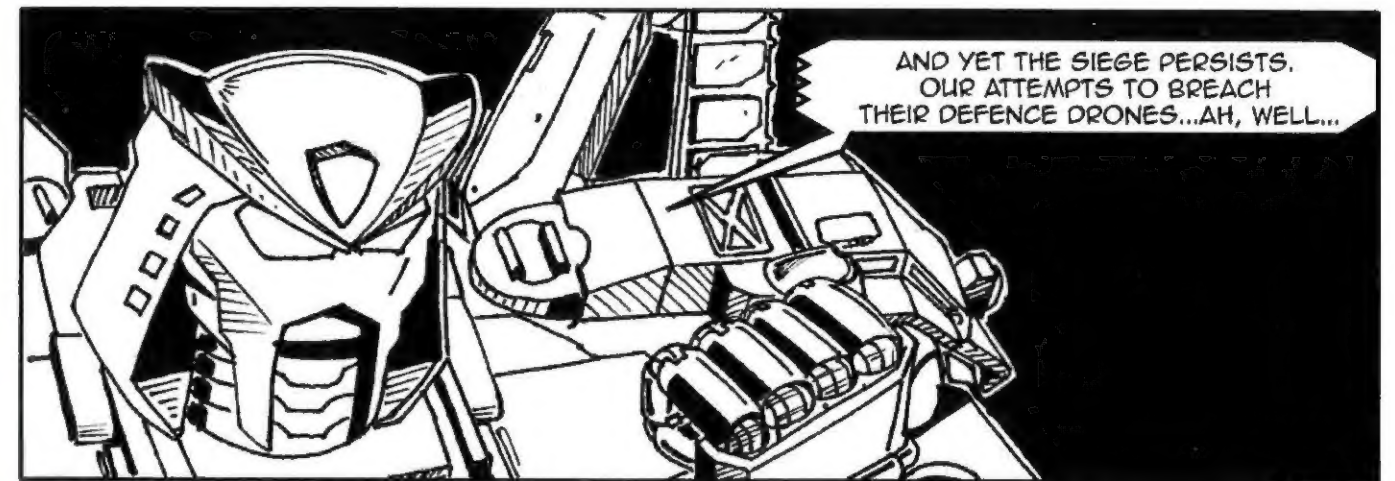
GENERALS GATHERED TO
PLOT, TO PLAN, TO PREPARE.



DECEPTICON SIEGE ARMY,
OUTSIDE IACON.

...THEIR KIND JUST WON'T DIE.
EVERY ATTEMPT A NOBLE FAILURE!

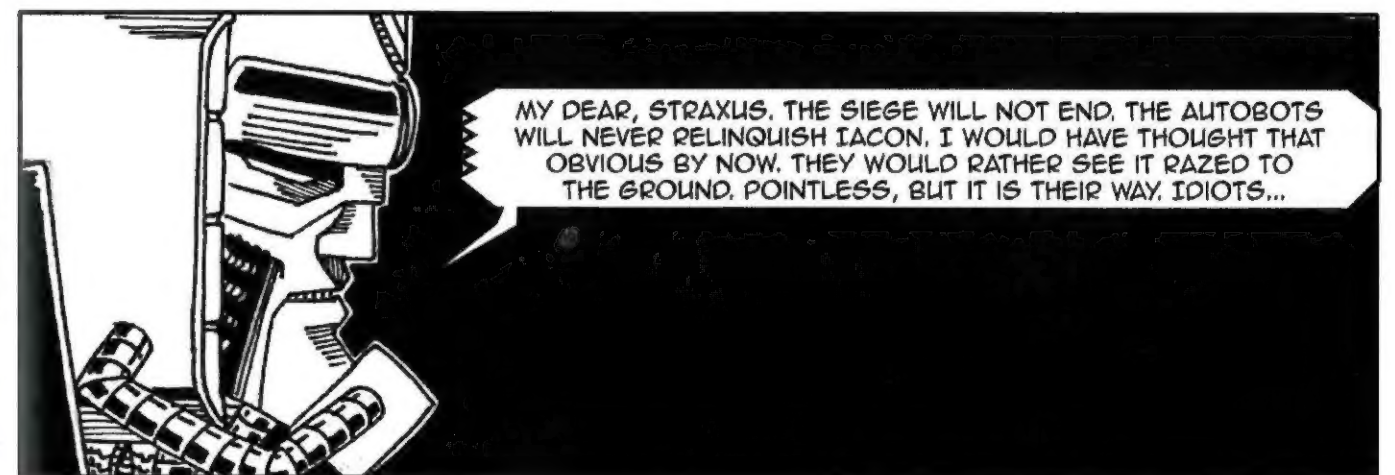
RALPH BURNS/ANDY TURNBULL
STORYTELLERS



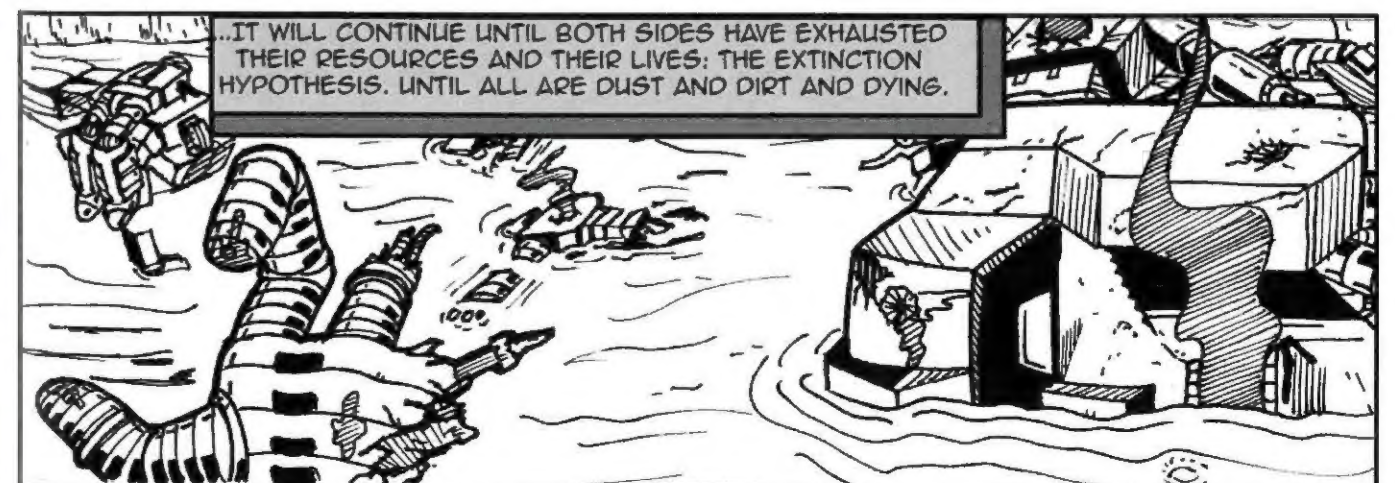
AND YET THE SIEGE PERSISTS.
OUR ATTEMPTS TO BREACH
THEIR DEFENCE DRONES...AH, WELL...



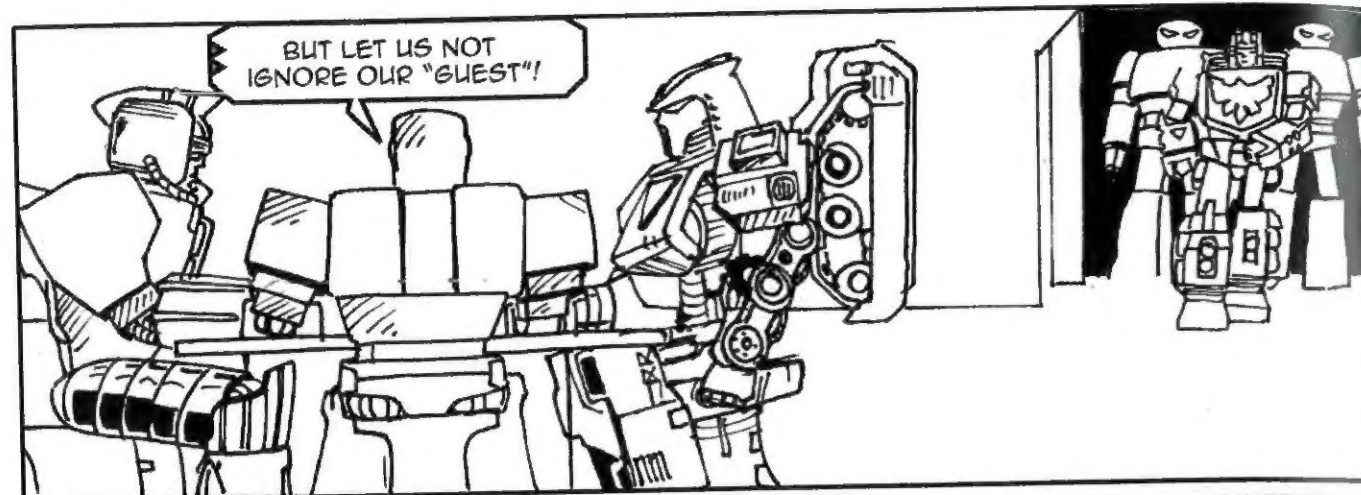
...INFILTRATIONS REPELLED
AT EVERY BORDER.



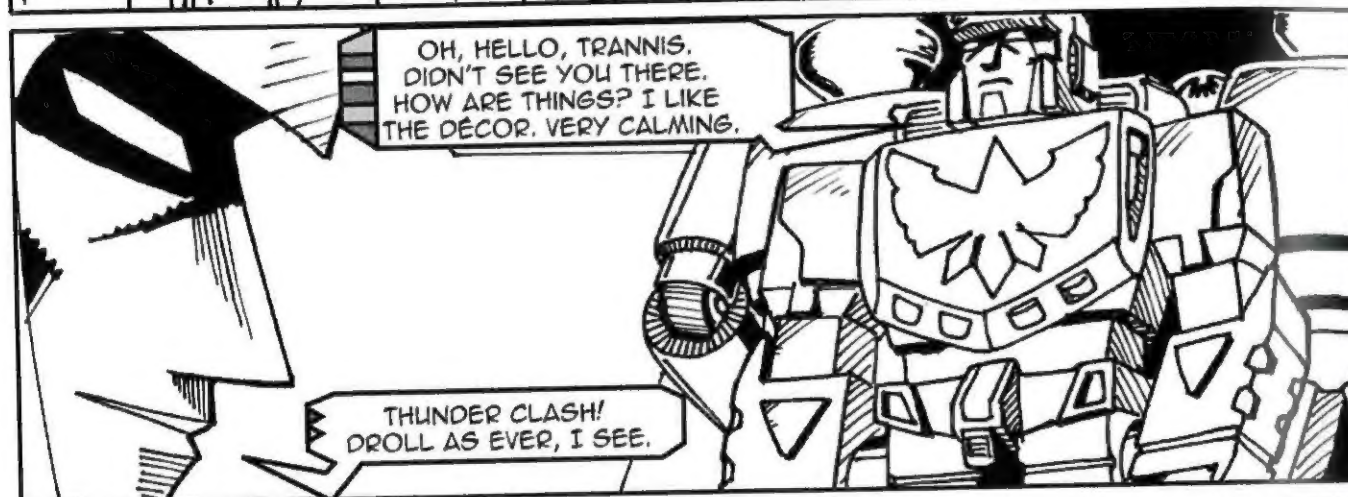
MY DEAR, STRAXUS. THE SIEGE WILL NOT END. THE AUTOBOTS
WILL NEVER RELINQUISH IACON. I WOULD HAVE THOUGHT THAT
OBVIOUS BY NOW. THEY WOULD RATHER SEE IT RAZED TO
THE GROUND. POINTLESS, BUT IT IS THEIR WAY. IDIOTS...



...IT WILL CONTINUE UNTIL BOTH SIDES HAVE EXHAUSTED
THEIR RESOURCES AND THEIR LIVES: THE EXTINCTION
HYPOTHESIS. UNTIL ALL ARE DUST AND DIRT AND DYING.

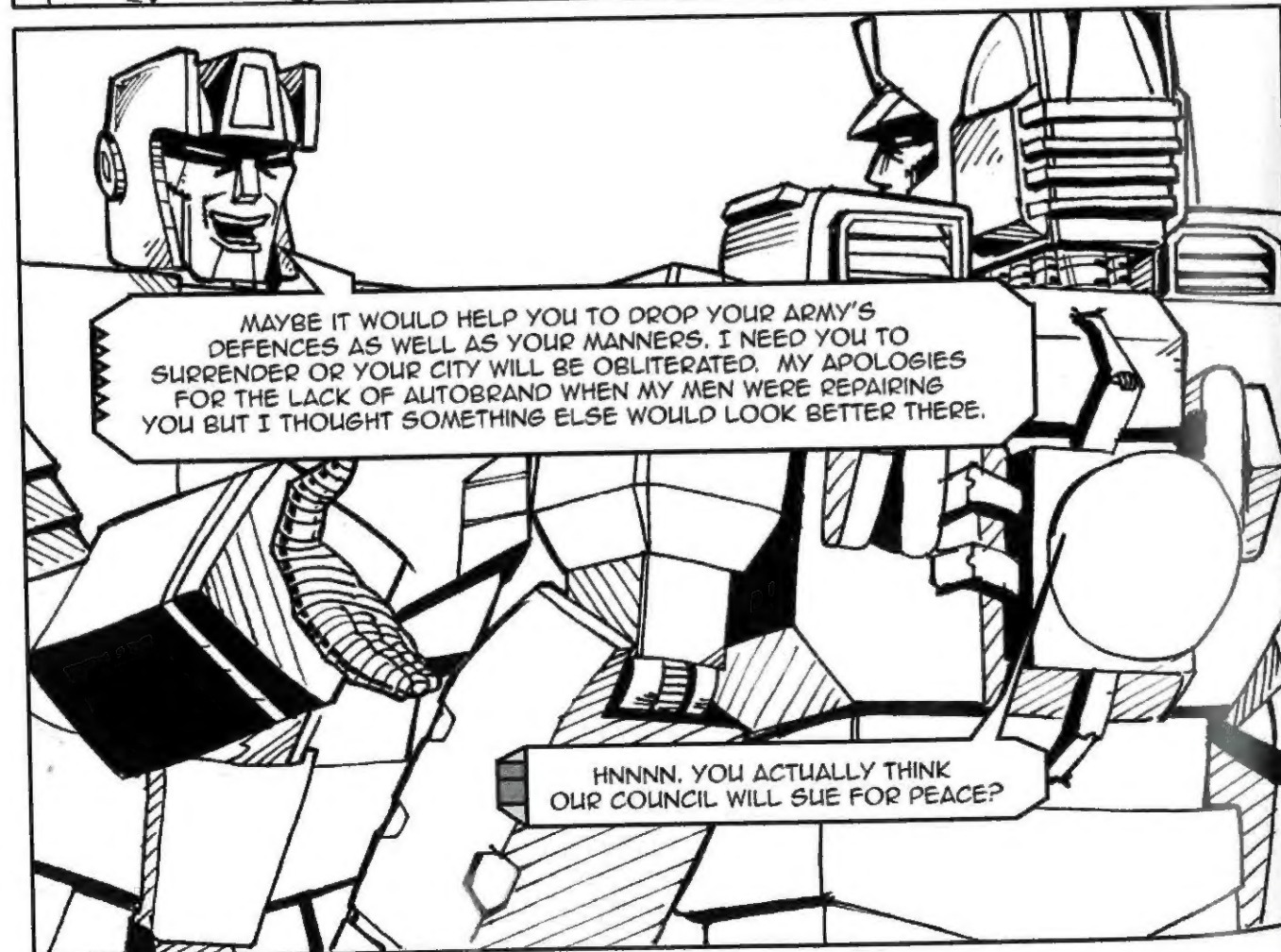


BUT LET US NOT
IGNORE OUR "GUEST"!



OH, HELLO, TRANNIS.
DIDN'T SEE YOU THERE.
HOW ARE THINGS? I LIKE
THE DÉCOR. VERY CALMING.

THUNDER CLASH!
DROLL AS EVER, I SEE.

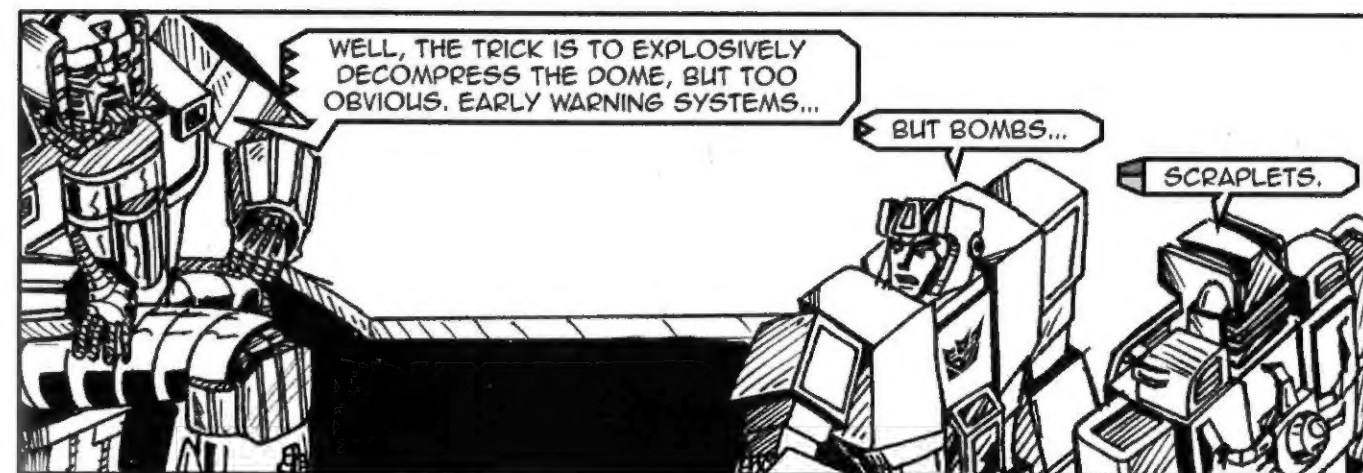


MAYBE IT WOULD HELP YOU TO DROP YOUR ARMY'S
DEFENCES AS WELL AS YOUR MANNERS. I NEED YOU TO
SURRENDER OR YOUR CITY WILL BE OBLITERATED. MY APOLOGIES
FOR THE LACK OF AUTOBRAND WHEN MY MEN WERE REPAIRING
YOU BUT I THOUGHT SOMETHING ELSE WOULD LOOK BETTER THERE.

HNNNN. YOU ACTUALLY THINK
OUR COUNCIL WILL SUE FOR PEACE?



I AGREED TO HELP, TO END THIS CONFLICT. SHOW SOME RESPECT!
THE SOLUTION TO OUR TWIN DILEMMA IS IACON'S DOME
SHIELDING. YOU NEED TO KNOW HOW TO GET THROUGH IT, HMMM?



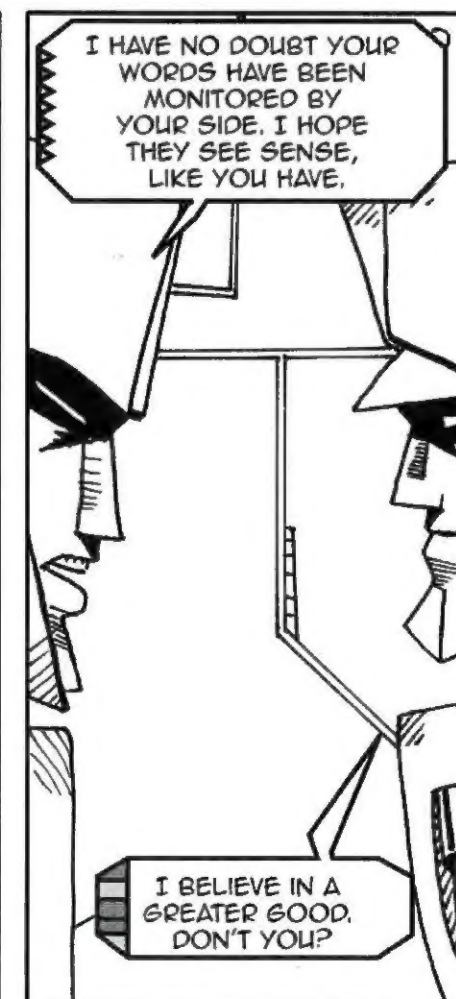
WELL, THE TRICK IS TO EXPLOSIVELY
DECOMPRESS THE DOME, BUT TOO
OBVIOUS. EARLY WARNING SYSTEMS...

BUT BOMBS...

SCRAPLETS.



YES! SCRAPLETS WOULD EAT
THROUGH THE DOME WITHOUT
TRIGGERING ANY ALARMS.
YOUR MORALS INTEREST ME,
THUNDER CLASH.



I HAVE NO DOUBT YOUR
WORDS HAVE BEEN
MONITORED BY
YOUR SIDE. I HOPE
THEY SEE SENSE,
LIKE YOU HAVE.

I BELIEVE IN A
GREATER GOOD.
DON'T YOU?



EVERYONE IS THE HERO
OF THEIR OWN STORY...

...THERE ARE NO
TRUE HEROES.
NO TRUE VILLAINS....

...MERELY
CONSEQUENCES.

MISUNDERSTANDINGS.
POINTS OF LANGUAGE.

CONGRATULATIONS
FROM THE GALLERY.

THE CHANGING OF THE
GUARD AT MIDNIGHT...

...THE END OF TIME.

ALONE.

THUNDER CLASH! LOOK AT US.
WHAT ARE WE BOTH DOING HERE?

I PUT IT TO YOU, THAT WE HAVE NO ALTERNATIVE
BUT TO SURRENDER. BUT NOT AT TRANNIS' WHIM.
YES, IT WOULD SEEM WE ARE DOOMED. OUR GREAT
DOME HAS BEEN BREACHED...BUT OUR TEMPLE
WALLS CAN HOLD FOR LONGER.

WE BIDE TIME.
WE GAIN
BETTER
CONCESSIONS.

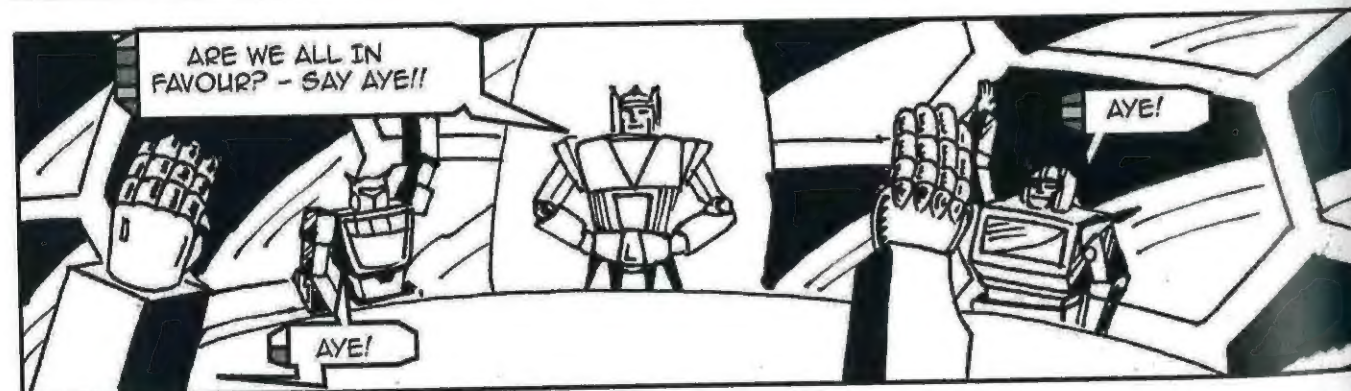
HERE, HERE!

DOWN AMONG
THE DEAD MEN.

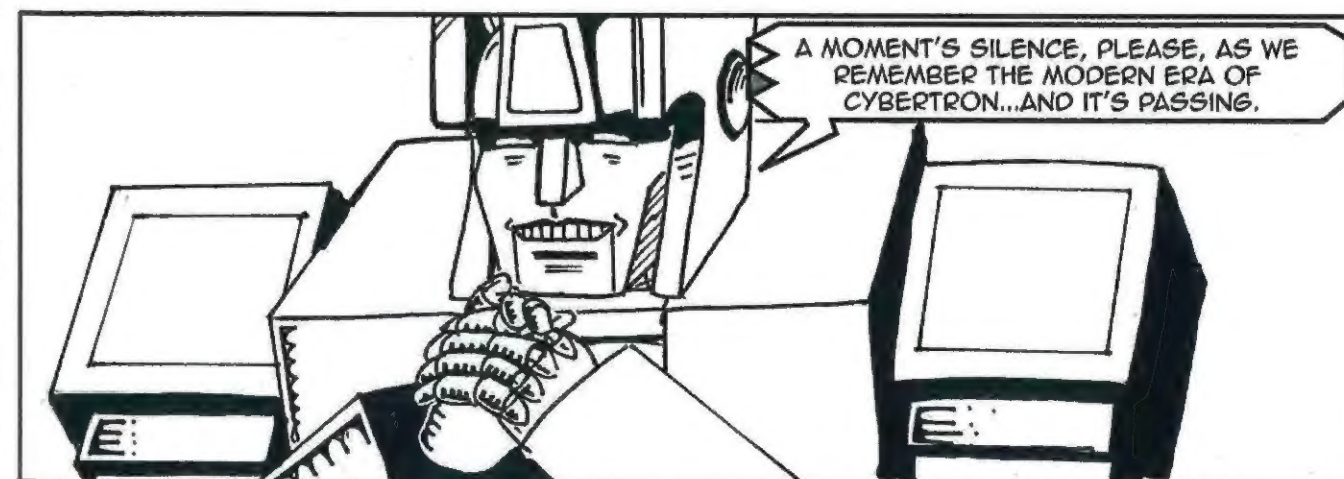
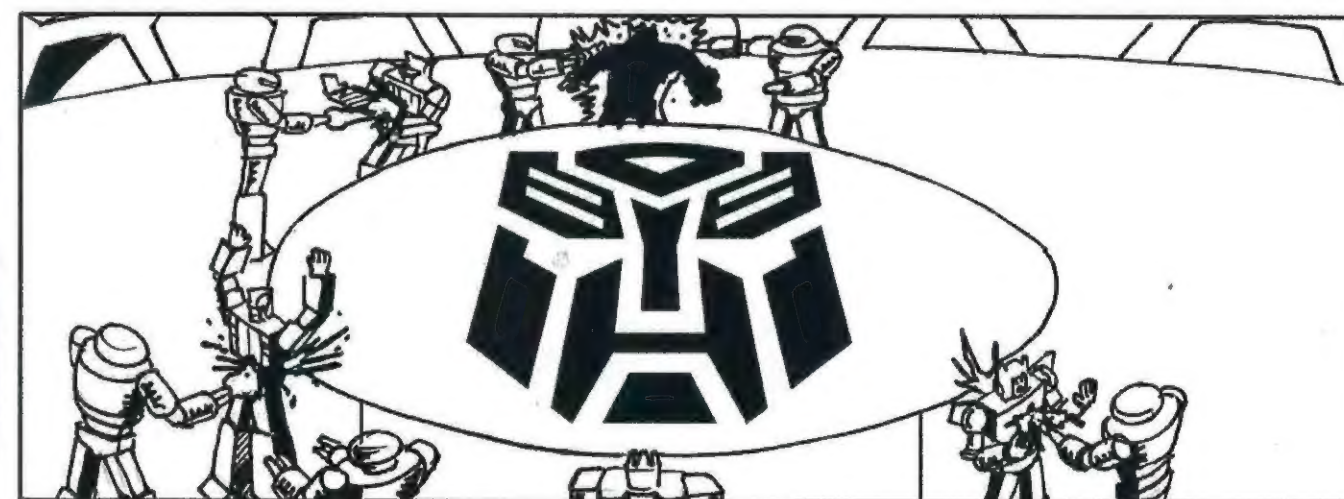
THOOOM! THOOOM! THOOOM!
THOOOM! THOOOM! THOOOM!

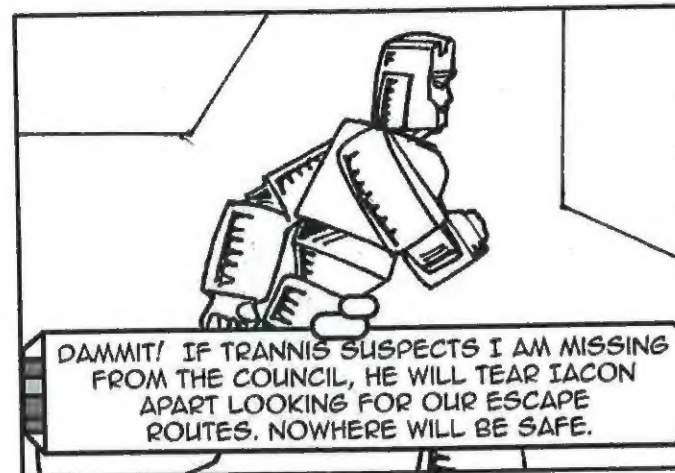


THOOOM! THOOOM! THOOOM!
THOOOM! THOOOM! THOOOM!



THOOOM! THOOOM!
THOOOM! THOOOM!

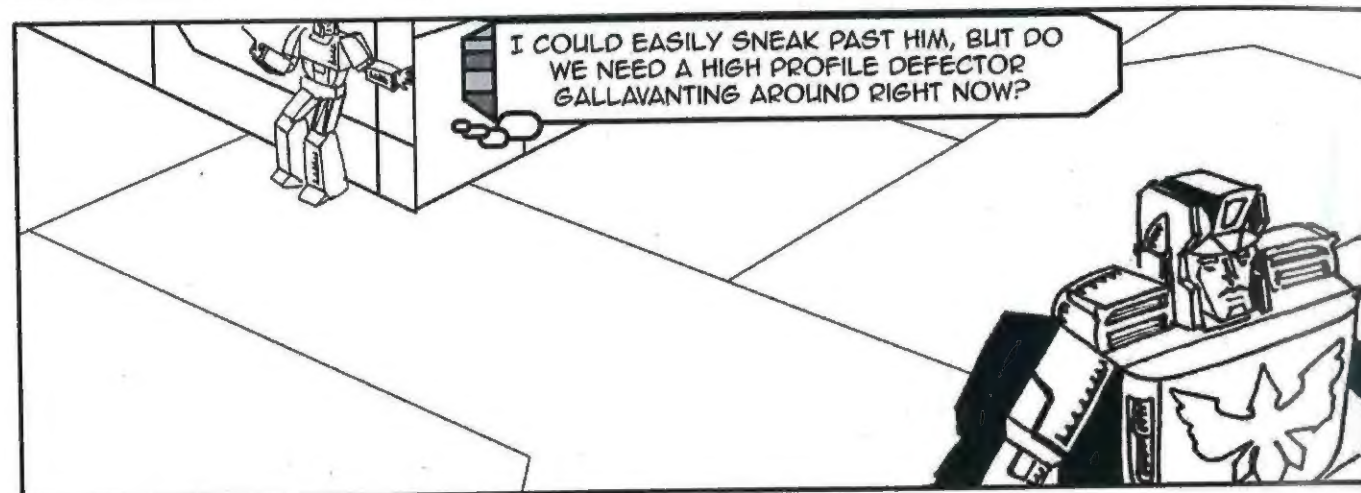




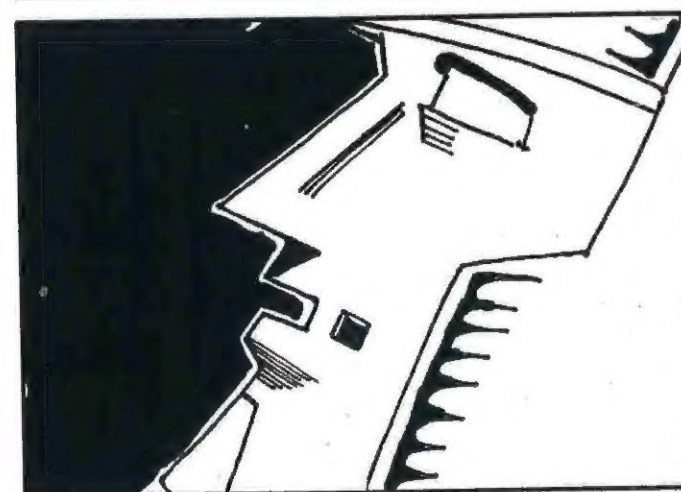
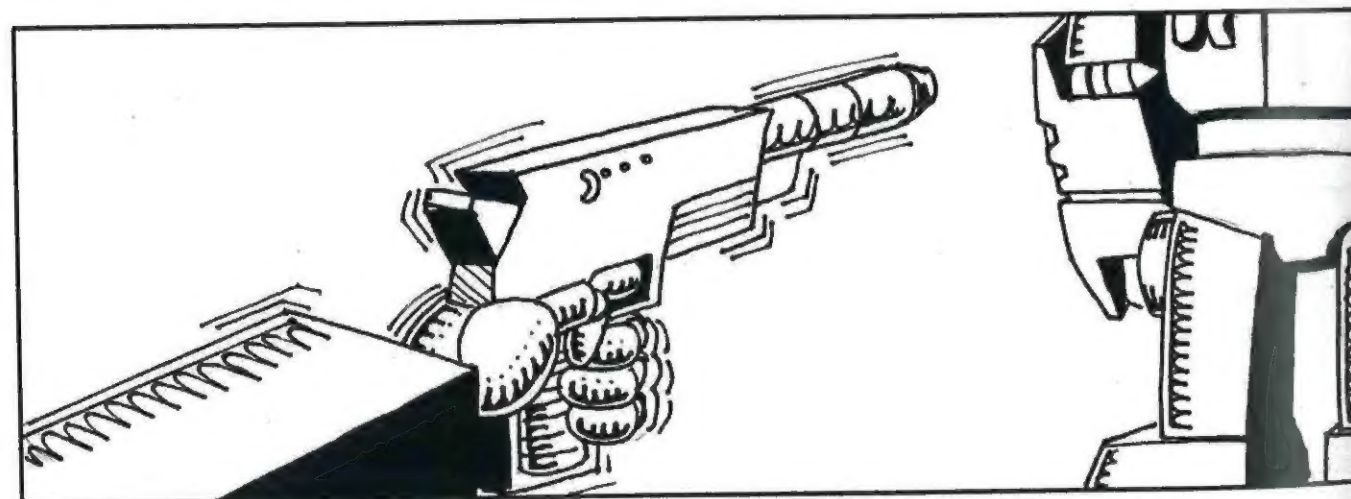
DAMMIT! IF TRANNIS SUSPECTS I AM MISSING FROM THE COUNCIL, HE WILL TEAR IACON APART LOOKING FOR OUR ESCAPE ROUTES. NOWHERE WILL BE SAFE.



THUNDER CLASH!



I COULD EASILY SNEAK PAST HIM, BUT DO WE NEED A HIGH PROFILE DEFECTOR GALLAVANTING AROUND RIGHT NOW?

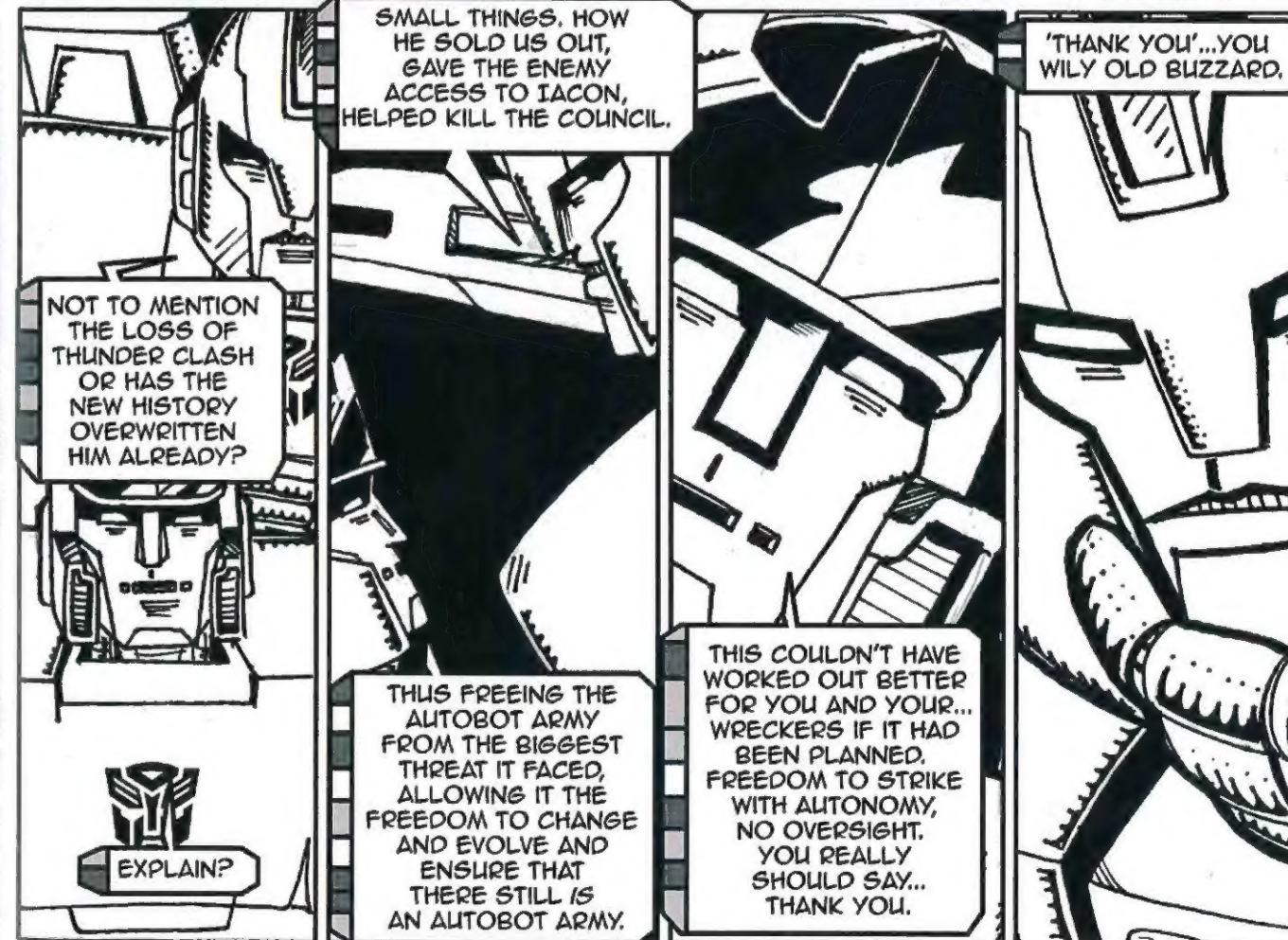


LATER.

....AND SO WE ARE HERE, AUTOBOTS. MORE WILL SURELY FLOCK TO US. IACON'S LOSS WAS NECESSARY. WE GREW MORE ATTACHED TO THE CITY THAN OUR MORALITY.



TRANNIS DESTROYING IT WAS, PERHAPS, A BLESSING. IT WILL FREE US TO FIGHT BACK RATHER MORE EFFECTIVELY. THOUGH THE LOSS OF THE COUNCIL DOES INDEED WEIGH HEAVILY ON US ALL.



SMALL THINGS. HOW HE SOLD US OUT, GAVE THE ENEMY ACCESS TO IACON, HELPED KILL THE COUNCIL.

NOT TO MENTION THE LOSS OF THUNDER CLASH OR HAS THE NEW HISTORY OVERWRITTEN HIM ALREADY?

EXPLAIN?

THIS FREEING THE AUTOBOT ARMY FROM THE BIGGEST THREAT IT FACED, ALLOWING IT THE FREEDOM TO CHANGE AND EVOLVE AND ENSURE THAT THERE STILL IS AN AUTOBOT ARMY.

THIS COULDN'T HAVE WORKED OUT BETTER FOR YOU AND YOUR... WRECKERS IF IT HAD BEEN PLANNED. FREEDOM TO STRIKE WITH AUTONOMY, NO OVERSIGHT. YOU REALLY SHOULD SAY... THANK YOU.

'THANK YOU'...YOU WILY OLD BUZZARD.



Dark of the Moon
Human Alliance Series 02

Dark of the Moon Human Alliance
Basic Series 01

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Prop Replica

Dark of the Moon
Robo Power Bash Bots Series 01



New Costumes

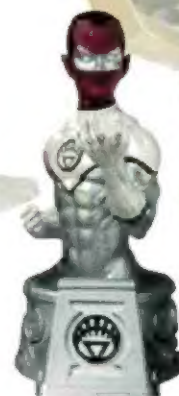
Human Alliance Basic Series 02



Catwoman 1/4 Scale
Museum Quality Statue



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Thor Modern Museum
Statue



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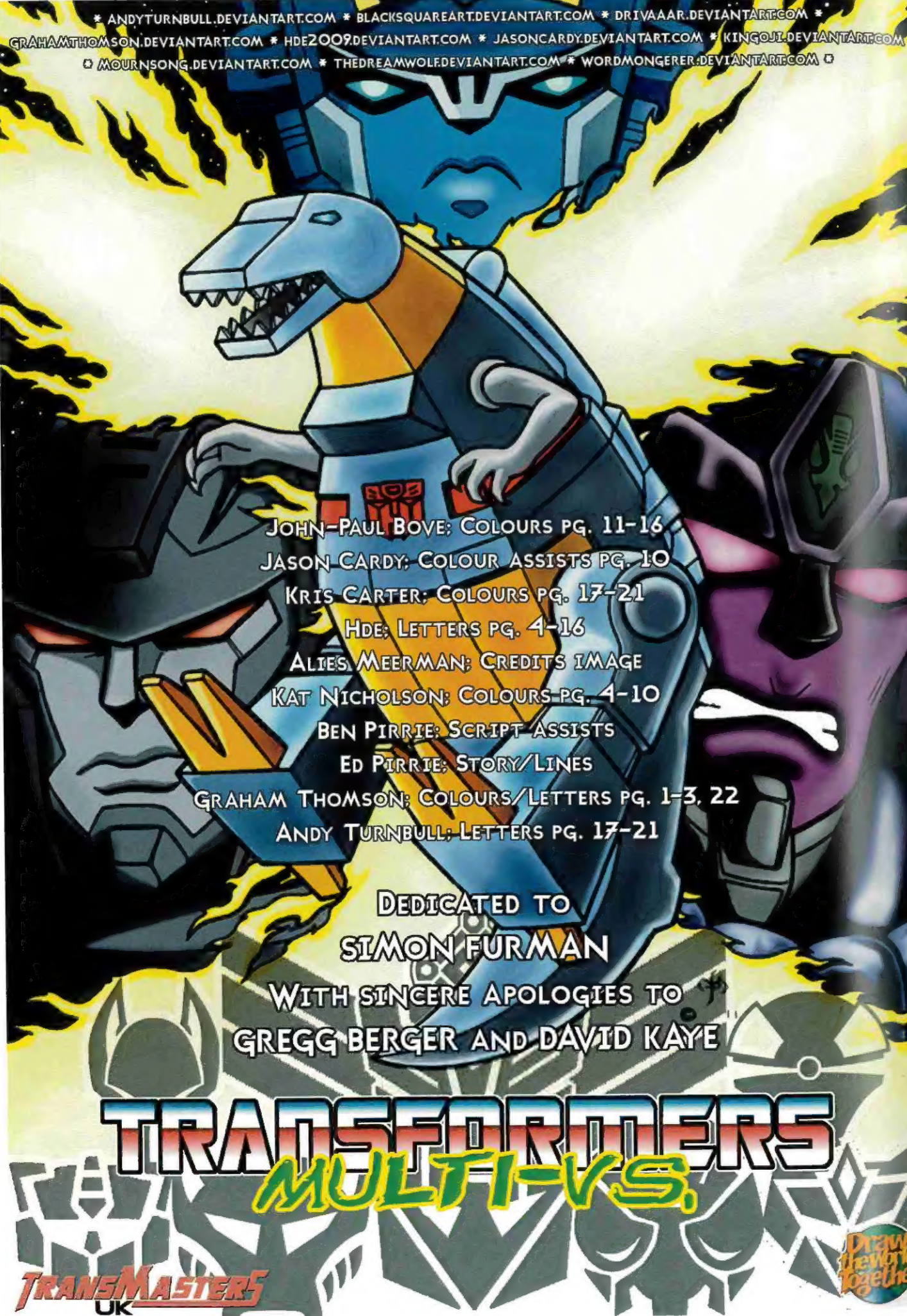
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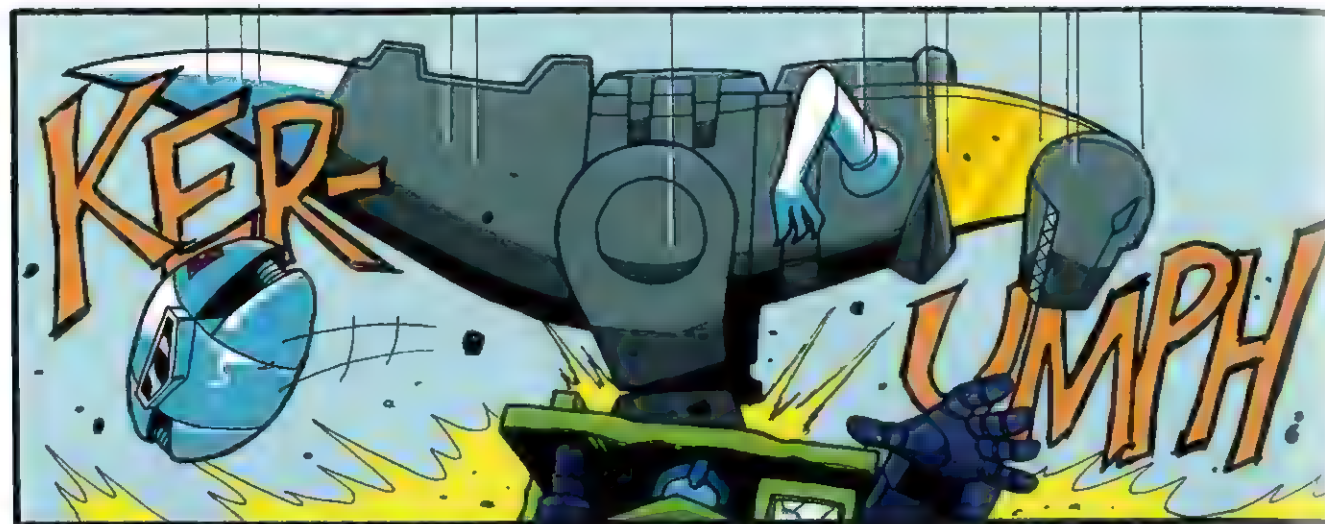


Generations

Fan Items

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INSOLENT FOOLS!

YOU THOUGHT US DEFEATED, BUT MY MIRACULOUS ESCAPE PROVES THAT THE RIGHTEOUS CAUSE OF THE DECEPTICONS - FUELLED BY THE GLORIOUS POWER OF MEGATRON - CAN NOT FOR LONG BE STIFLED!

AND ONCE I HAVE TERMINATED YOU, I SHALL LOCATE OUR WISE AND GREAT LEADER, AND UPON UNLEASHING HIS MAGNIFICENT SELF ONCE MORE, WILL HAVE PROVEN THAT IT IS LUGNUT, AND NOT THAT BLIND FOOL SHOCKWAVE, WHO IS MOST FIT TO SERVE AT HIS SIDE!

OPTIMUS PRIME TO THE METROPLEX! EMERGENCY WITH PRISONER TRANSFER DELTA-KILO! LUGNUT HAS ESCAPED HIS BONDS AND IS TEARING UP THE HYPERWAY TOWARDS TRYPTICON PRISON! REQUESTING BACK-UP ASAP!

ALL HAIL MEGATRON!

REJOICE, CYBERTRON! YOUR LIBERATION FROM THE AUTOBOT OPPRESSORS IS AT HAND!

GO! MOVE!

THA-DOOM



BAD MOVE.

?

KRK

KRAK GUNCH CHUT
SCRUNCH POW
REND THRAK

DUMB 'CON!

GRIMLOCK?

BAM-- POW!



HMP PRIME -
WHAT HAPPENED TO
YOUR FACE?

WHAT
HAPPENED
TO YOUR
CHIN?

ME LOOK
LIKE ME DRAWN BY
NICK ROCHEP

FOURTH
WALL!



YOU'RE
CERTAINLY A LOT
MORE ARTICULATE THAN
THE LAST TIME
WE MET.

ARE YOU
OKAY?



NO, ME
NOT OKAY!
ONE MINUTE ME
GRIMLOCK STANDING
ON EARTH, THEN
ME ON YOUR
WHACKED-OUT
CYBERTRON!

WHAT
GOING ON
HERE?



WELL,
WELL,
WELL...

LOOK
WHO'S GETTING
INTO TROUBLE
AGAIN.



SENTINEL...

...I THINK
YOU'RE STAGIS-
CUFFING THE
WRONG BOT.



CAN IT,
OPTIMUS!

ONE HALF-COMATOSE
DECEPTICON CAN WAIT, BUT
I'M NOT TOLERATING ANY OF
THOSE ORGANIC-INSPIRED
THROWBACK ABOMINATIONS
ON MY PLANET!

CADETS!

TAKE THIS
REJECT TO THE
NEAREST SPACE-
BRIDGE AND DUMP
IT BACK ON
EARTH!



YES SIR!



SPLUT!

UUURGH -
EARTH. HOW
ME MISSED
YOU.



RAAGH!
INTRUDER!
DINOBOOTS
DESTROOOOY!

AH.
CHIN.

LOOK, ME
STILL NOT KNOW
WHAT GOING ON
HERE...

NO SAYING!
NO TALKING!

DINOBOOTS
DESTROOOY!

...BUT ME
PRETTY SURE
IT BAD IDEA TO
PICK FIGHT WITH
ME-SELF.

HOW
ABOUT WE
NOT AND
SAY WE
DID?



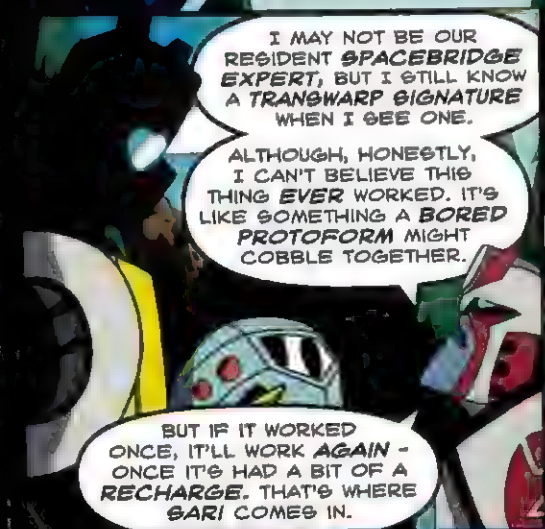


WOULD'JA BELIEVE 'THE CAVALRY'?

HEAD UP HIS AFT, VOCALIZER IN HIS EXHAUST PORT, IF YOU KNOW WHAT WE MEAN.

I'M SORRY ABOUT WHAT YOU HAD TO GO THROUGH TODAY. EVER SINCE SENTINEL BECAME ACTING MAGNUS HE'S BECOME UNMANAGEABLE.

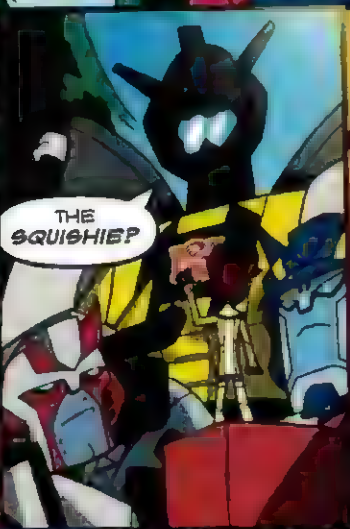
ANYWAY, I THINK YOU DROPPED THIS BACK ON CYBERTRON. I HAD RATCHET HERE TAKE A LOOK AT IT, AND WE FIGURE IT MIGHT BE THE CAUSE OF YOUR PROBLEM.



I MAY NOT BE OUR RESIDENT SPACEBRIDGE EXPERT, BUT I STILL KNOW A TRANSWARP SIGNATURE WHEN I SEE ONE.

ALTHOUGH, HONESTLY, I CAN'T BELIEVE THIS THING EVER WORKED. IT'S LIKE SOMETHING A BORED PROTOFORM MIGHT COBBLE TOGETHER.

BUT IF IT WORKED ONCE, IT'LL WORK AGAIN - ONCE IT'S HAD A BIT OF A RECHARGE. THAT'S WHERE SARI COMES IN.



THE SQUISHIE?



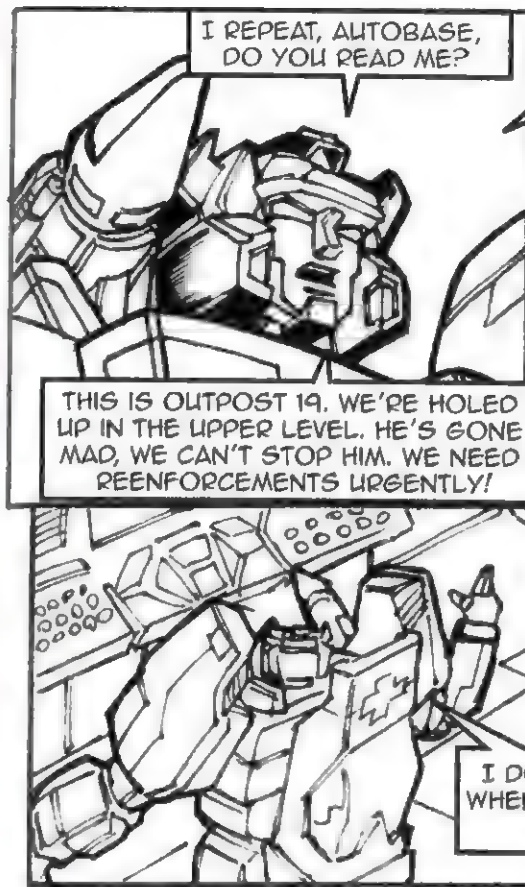
HEY! NO NEED TO BE SO RUDE!

YOU JUST WATCH, BIG GUY. WE'LL HAVE YOU HOME IN A SNAP!



DON'T FORGET US, Y'HEAR?

CONTINUED AFTER 8 PAGES

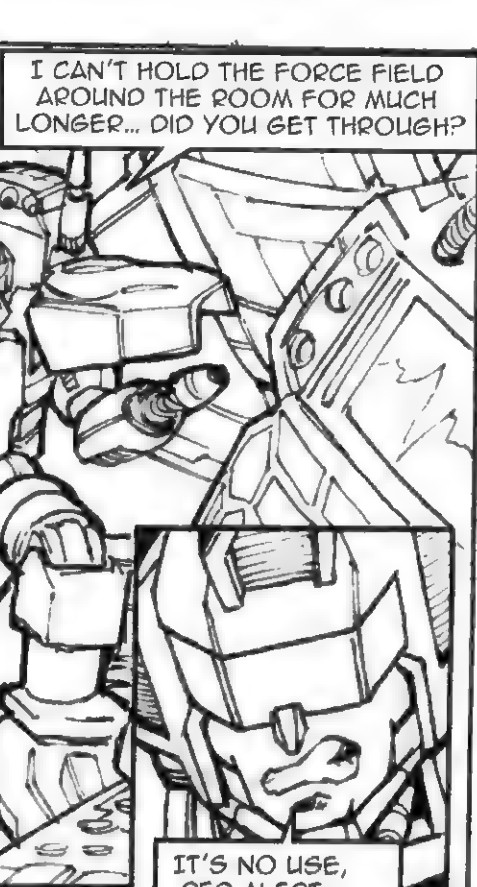


I REPEAT, AUTOBASE, DO YOU READ ME?



TRAILBREAKER...

THIS IS OUTPOST 19. WE'RE HOLED UP IN THE UPPER LEVEL. HE'S GONE MAD, WE CAN'T STOP HIM. WE NEED REINFORCEMENTS URGENTLY!



I CAN'T HOLD THE FORCE FIELD AROUND THE ROOM FOR MUCH LONGER... DID YOU GET THROUGH?

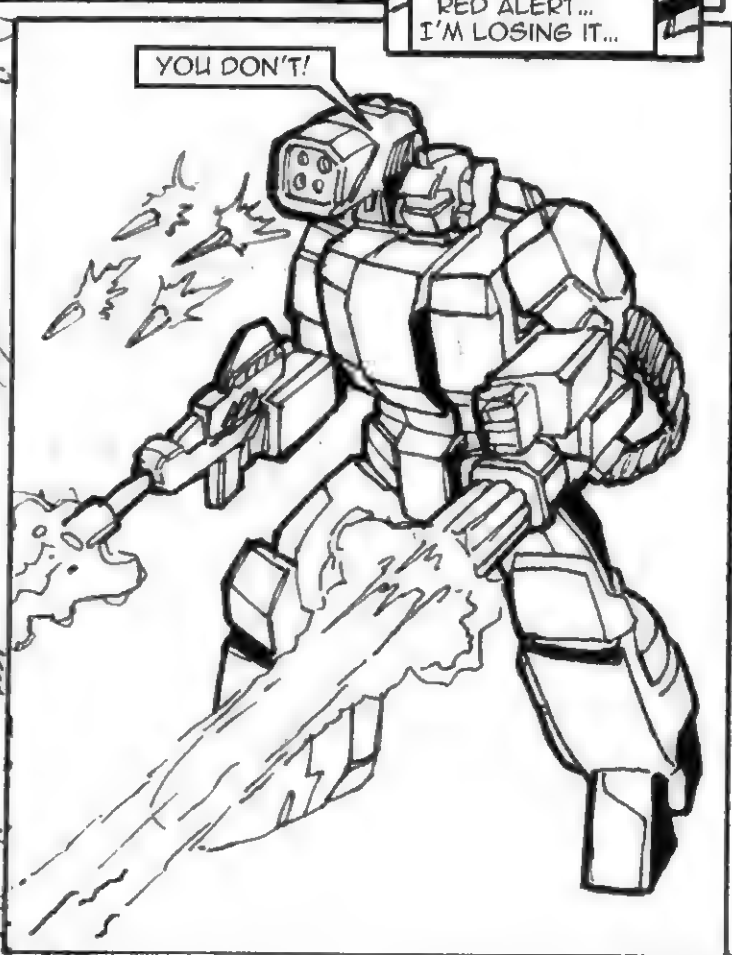
I DON'T KNOW. MAYBE NEXT TIME WHEN I SAY SOMETHING'S WRONG, SOMEBODY WILL LISTEN!

IT'S NO USE, RED ALERT... I'M LOSING IT...



HOW DO YOU STOP A ONE BOT ARMY?

VOP!



YOU DON'T!



YOU WANT ME TO HELP STOP AN AUTOBOT FOR THE AUTOBOTS?

THAT'S LAUGHABLE.



ROADBUSTER'S USING YOUR TELEPORTATION CHIP.

AND REMIND ME HOW IT GOT THERE.



I HAD IT PUT IN HIM.



AND WHAT DO I GET OUT OF THIS, "IF" I HELP YOU? FREEDOM? SOME TIME IN A CR CHAMBER?

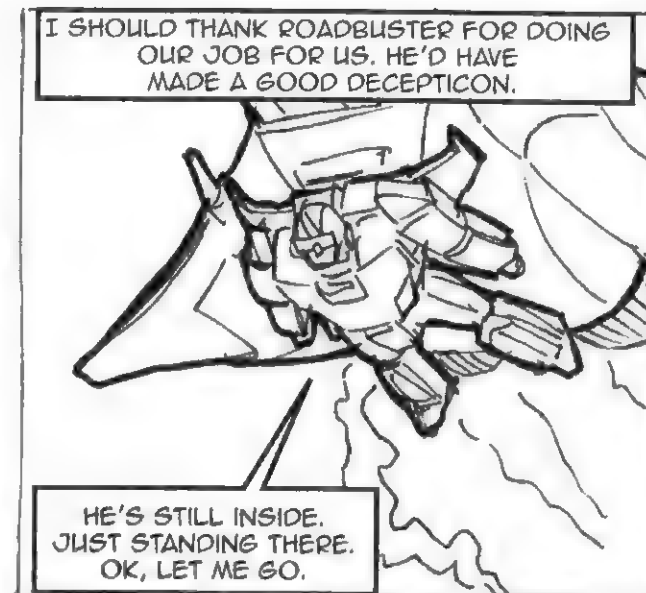
YOU'LL BE CUT LOOSE, FREED, AND YOU'LL GET THE CHIP BACK AS WELL. IT SEEMS IT WAS ONLY MEANT FOR YOU.

OK, IT'S A DEAL. I'LL KILL HIM...

NO, YOU WON'T! IF ANYONE KILLS ROADBUSTER, I'LL DO IT. BUT THAT WILL ONLY BE AS A LAST RESORT. GOT THAT?



YEAH. WE'LL SEE.

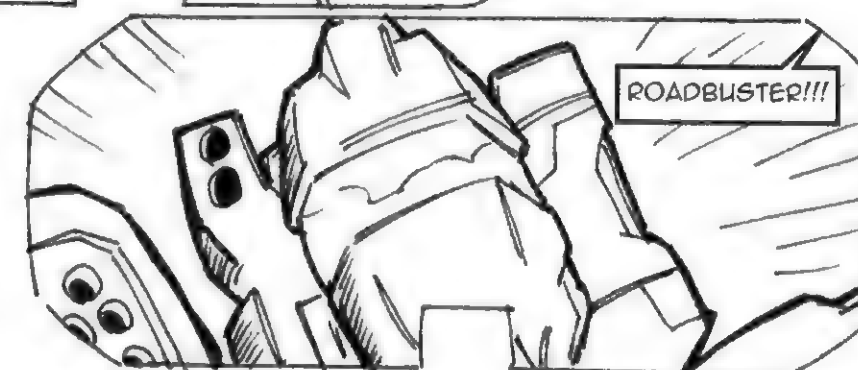
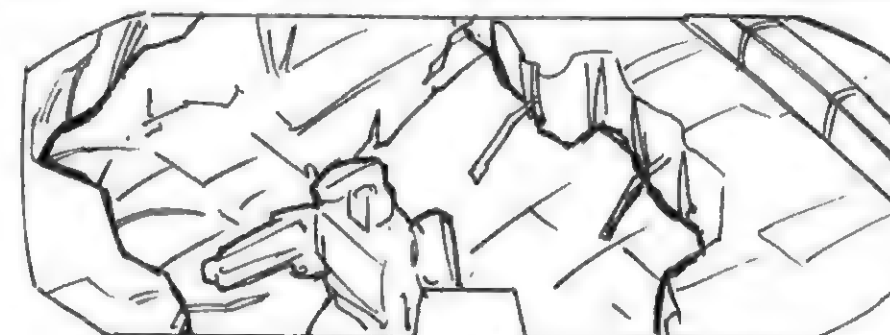


I SHOULD THANK ROADBUSTER FOR DOING OUR JOB FOR US. HE'D HAVE MADE A GOOD DECEPTICON.

HE'S STILL INSIDE. JUST STANDING THERE. OK, LET ME GO.



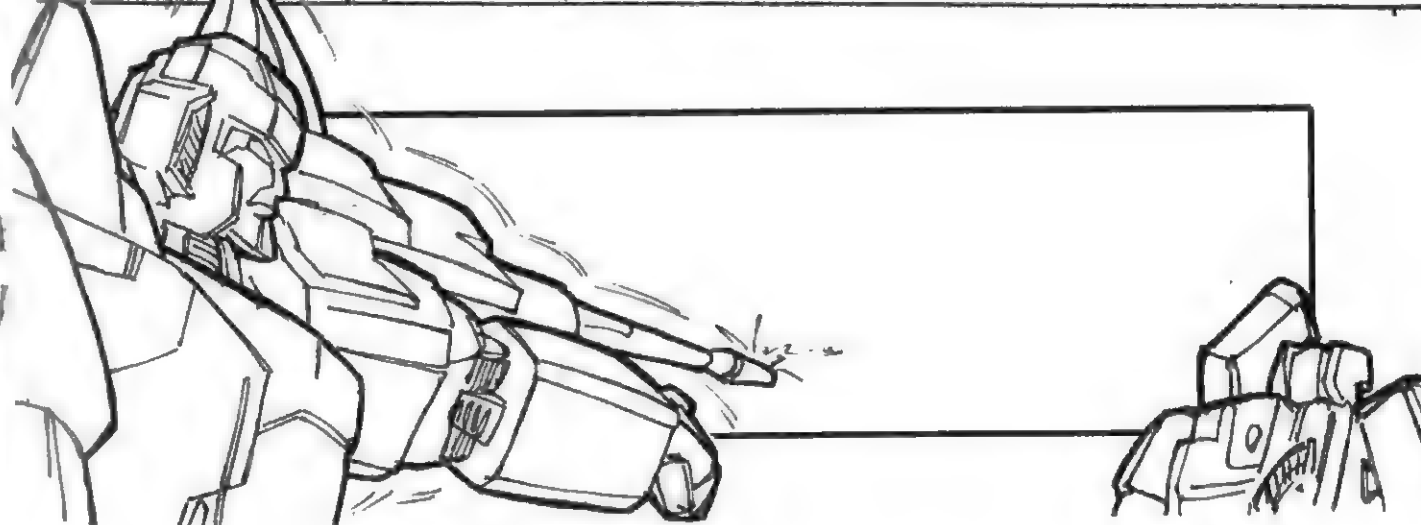
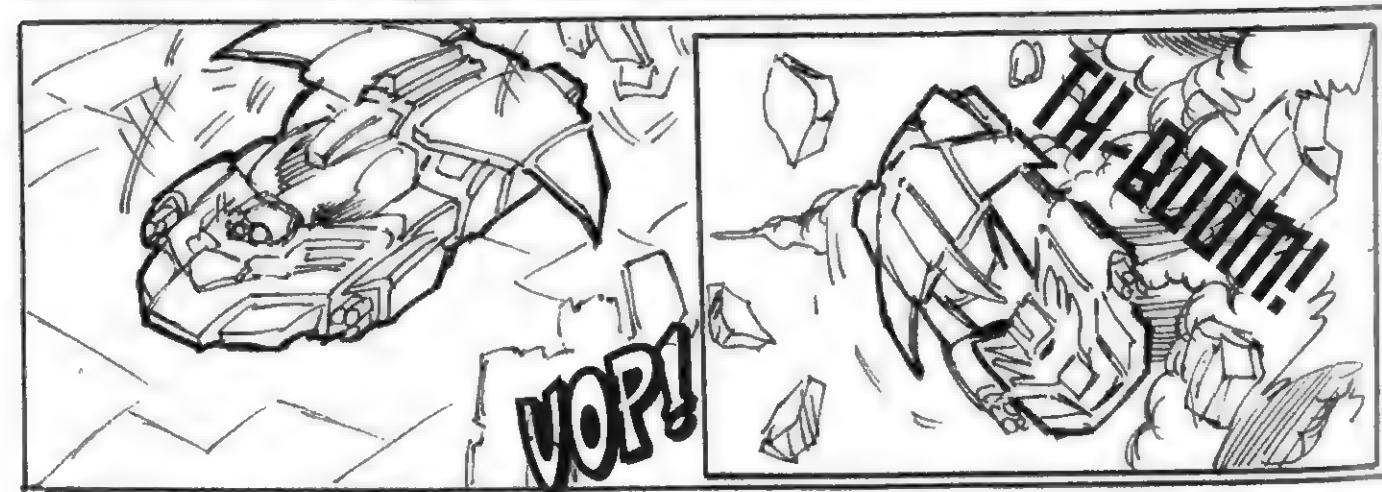
HAVE A NICE FALL.

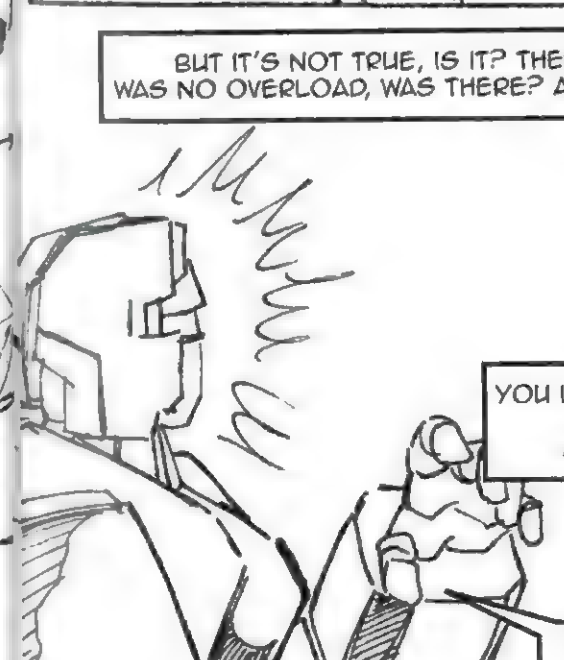
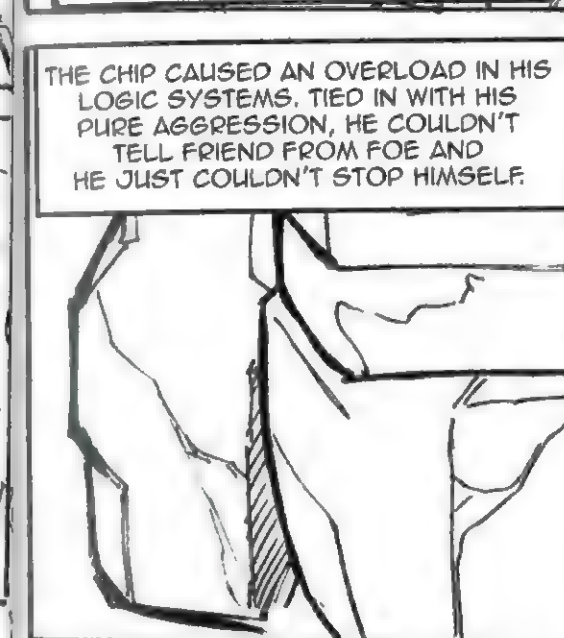
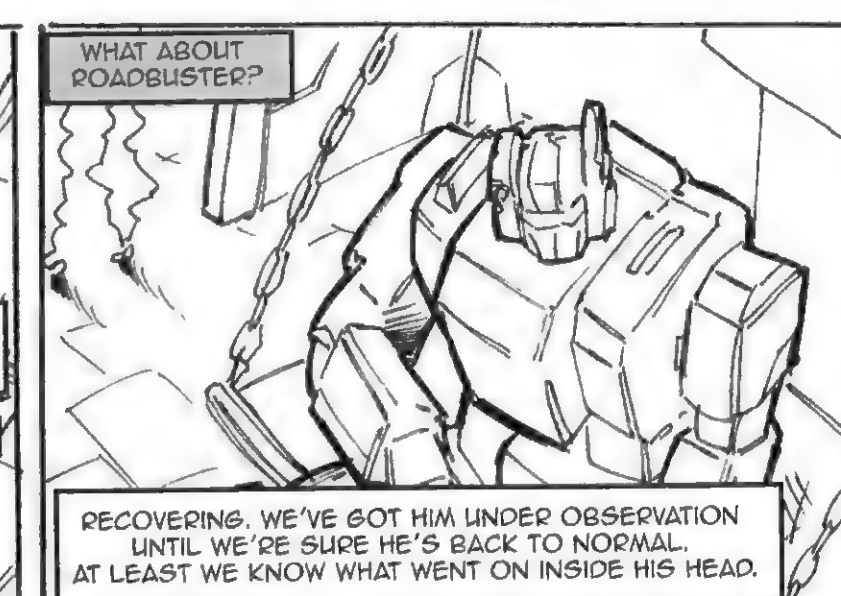
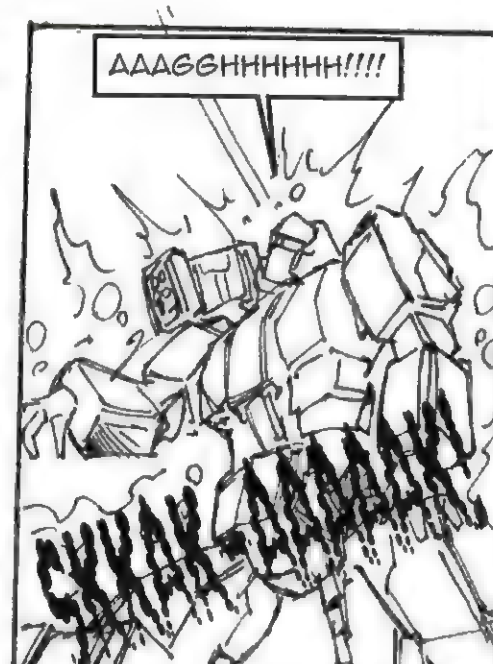


ROADBUSTER!!!



THIS HAS TO STOP!!!





NOW YOU KNOW WHAT IT DOES FOR ME.



ONCE YOU FEEL THE CONNECTION, ALL YOU WANT TO DO IS USE IT. TO FEEL INVINCIBLE, AND NOT LET ANYONE GET IN YOUR WAY. IT'S SOMETHING NO-ONE ELSE WOULD UNDERSTAND.

I JUST FELT THIS URGE... TO SHOW WHAT I WAS CAPABLE OF. THE PURE POWER OF IT, AND I DIDN'T WANT TO KNOW WHO WAS UP AGAINST ME.



I DIDN'T WANT TO STOP.

I CAN'T CHIT CHAT ALL DAY. THERE'S STILL A WAR ON, AND AUTOBOT'S TO KILL. SEE YOU ON THE BATTLEFIELD.



DON'T THINK YOU CAN GO BACK TO TELEPORTING AS NORMAL AGAIN. HOT ROD GAVE US A LITTLE EXTRA INSURANCE



WHAT ARE YOU TALKING ABOUT?

EACH AUTOBOT BASE HOLDS A CODE THAT'S TUNED INTO YOUR CHIN. IF YOU TRY TO USE IT WITHIN RANGE AFTER YOUR NEXT TELEPORTATION, YOU'LL DETONATE IT. DON'T BELIEVE ME, TRY USING IT.

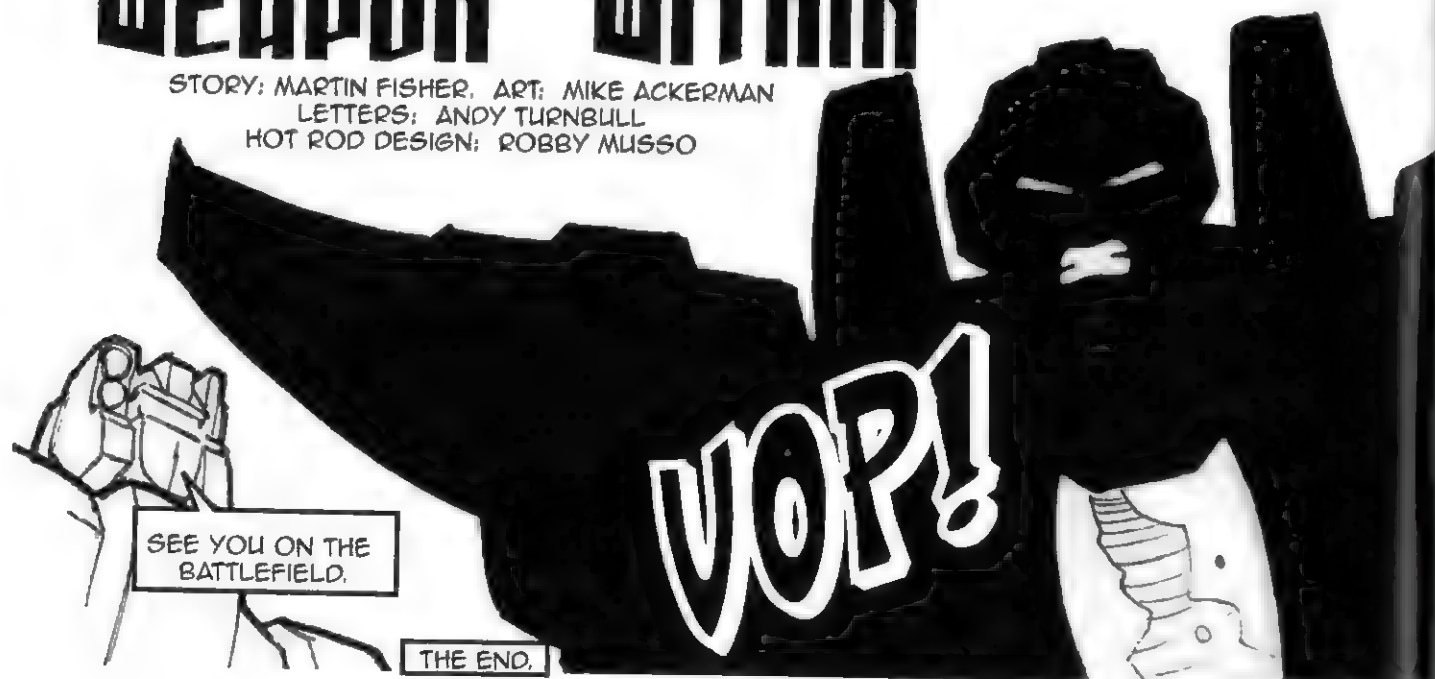


HEY! THAT'S NOT FAIR!

SOMETIMES WAR ISN'T FAIR. REMEMBER?

WEAPON WITHIN

STORY: MARTIN FISHER. ART: MIKE ACKERMAN
LETTERS: ANDY TURNBULL
HOT ROD DESIGN: ROBBY MUSSO



SEE YOU ON THE BATTLEFIELD.

THE END.



DID IT WORK?

THINGS LOOK LESS WEIRD...

BUT STILL...

...WHY ME SO SMALL?

...SOMETHING NOT RIGHT.

OF ALL THE STUPID, MORONIC -- WHY ME TRUST THEM? NO-ONE EVER HELP ME RIGHT!

NEVER TRUST A CHIN LIKE --

EH?

CRASH!

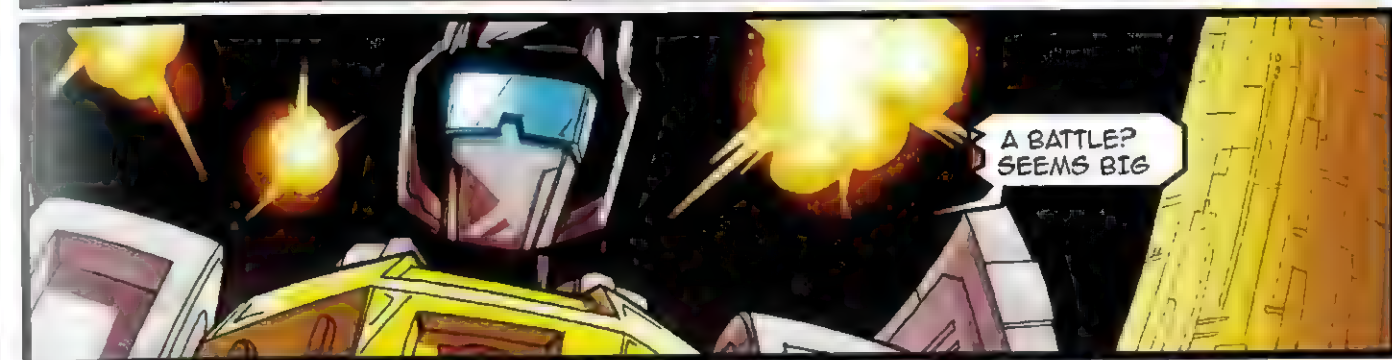
...YOU WILL BURRRRN!

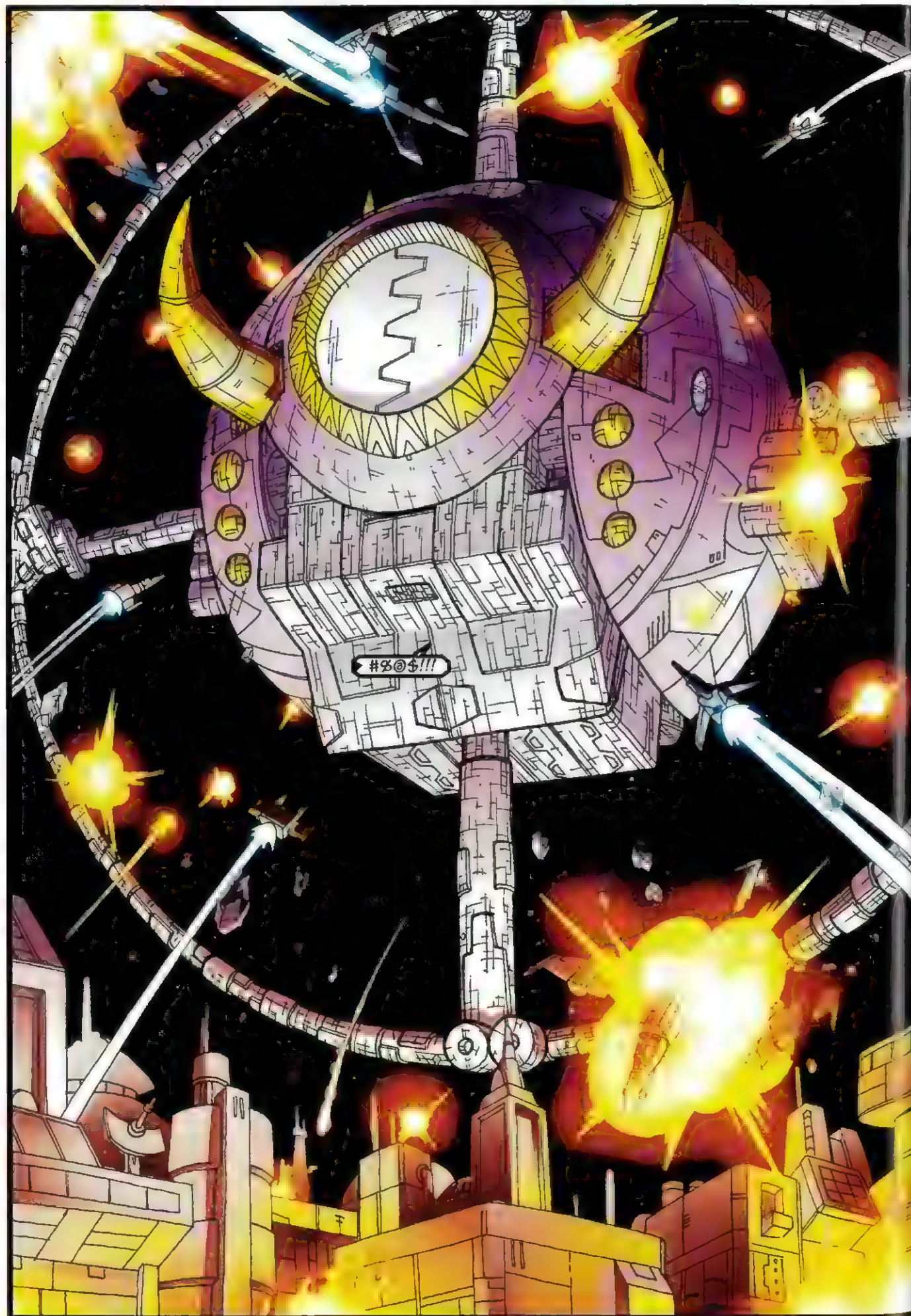
IN THE NAME OF THE ROYALTY, TRAITOR...

EEEEH?









YOU KNOW, I REALLY DIDN'T THINK THAT WOULD WORK. AH, WELL...

AND NO ONE TO STOP ME...

ANOTHER MEGATRON?

THEN ME, GRIMLOCK, WILL SMASH--

HOLD. HUH? ME CAN'T MOVE!

FOR NOW, OBSERVE.

HMP?

...PLENTY OF TIME TO SIMPLY TAKE WHAT I WILL.

MEGATRON--

--THIS IS FOR SMOKESCREEN!

THEY KILLED HIM?

DO YOU UNDERSTAND WHY I HAVE SHOWN THIS TO YOU?

BUT THEY MUST BE TEMPERED.

YOUR CURRENT SITUATION IS PROOF OF IT.

PERHAPS. EITHER WAY, THE THREAT HE POSED HAS BEEN DEALT WITH.

WITHOUT YOU LEADING IN AND COMPLICATING MATTERS.

THEY ARE THE MARKINGS OF A GREAT LEADER.

WITH PATIENCE.

WITH COMPASSION.

YOUR TENDENCY FOR RECKLESS AGGRESSION IS YOUR GREATEST FAILING.

WHO ARE YOU?

I AM **VECTOR PRIME!**

I AM THE **KNIGHT WARRIOR** OF CYBERTRON, DEFENDER OF **SPACETIME**, GUARDIAN OF THE **QUANTUM OCILLATION**.

I HAVE SWORN TO **PROTECT** THE MULTIVERSE FROM THE ENEMIES OF **ORDER**.

AND **YOU** ARE BECOMING QUITE THE **PAIN** IN MY AFT.

THE MULTIVERSE ITSELF IS **INFINITE POSSIBILITY** AS **PHYSICAL REALITY**; EVERY CHOICE OR DECISION **NOT MADE** GIVEN A CHANCE TO BE.

AND IN EVERY ONE OF THESE MYRIAD REALMS, THE ENTITY KNOWN AS "GRIMLOCK" HAS, DOES, OR INEVITABLY **WILL** EXIST. EACH INFINITELY **DIFFERENT** FROM ONE ANOTHER, YET ALSO FUNDAMENTALLY THE **SAME**.

IS THAT A **GREEN** **DIGGER?**

YES. NOW BE SILENT.

YOUR **HAPHAZARD** **INTERRUPTIONS** OF REALITIES NOT YOUR OWN IS DAMAGING TO **CAUSALITY**. ALREADY, YOUR PRESENCE HAS CREATED **WHOLE NEW** UNIVERSAL STREAMS... ONES WHICH SHOULD NOT AND **CANNOT** EXIST WITHOUT CAUSING **FATAL HARM** TO THE VERY FABRIC OF REALITY.

ALTHOUGH QUANTUM UNCERTAINTY DICTATES THAT NEW DEAD-END UNIVERSES ARE SPAWNED EVERY **SECOND**, THESE ARE **NATURALLY OCCURRING** PHENOMENA WHICH ARE DESTINED TO CRUMBLE UNDER THEIR OWN THEORETICAL WEIGHT OF IMPLAUSIBILITY.

YOUR RECKLESSNESS HAS LEAD TO THE CREATION OF **UNNATURAL** DEAD-ENDS, HOWEVER, AND AS SUCH I AM FORCED TO ACT; TO **WADE** THE ENTROPIC EDDIES AND TEST MY METTLE AGAINST THE QUANTUM SHOCKWAVES WHICH ARE ALREADY **ANNIHILATING** UNEXPECTED REALITIES.

I HOPE YOU ARE **PLEASED** WITH YOURSELF.

IT SEEMS THE SIMPLEST WAY OF FIXING ALL OF MY PROBLEMS AND SAVING THE **BILLIONS** OF MULTIVERSAL STREAMS **ALREADY** OBLITERATED BY YOUR FOOLISHNESS WOULD BE TO DEAL WITH YOU **DIRECTLY**.

I WILL RETURN YOU TO YOUR OWN WORLD, MOMENTS **BEFORE** YOU LEFT. ALL **YOU** HAVE TO DO IS **NOT** MAKE THE SAME MISTAKE **TWICE**.

IF YOU NEVER TAKE THIS JAUNT IN THE FIRST PLACE, THEN THE DAMAGE ONCE DONE WILL BE **UNDONE**.

OF COURSE, THIS WILL CREATE A **WHOLE NEW** SET OF PARADOXES WHICH WILL REQUIRE MY DIRECT ATTENTION.

BUT WHAT DO **YOU** CARE? IF THINGS GO WELL YOU WONT REMEMBER **ANY** OF IT.

THANKS FOR RUINING MY **MILLENNIA**, KID.



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ALL HAIL TRANNIS.
OVERLORD OF CYBERTRON

REPORT

LORD, THE BIO-MORPHIC
REPLICATION
PROGRAM IS PROCEEDING
AHEAD OF SCHEDULE!

LORD I AM HAPPY TO
REPORT OUR FLEET
IS READY FOR THE EXODUS!

LORD, I CAN CONFIRM THAT
OPTIMUS PRIME AND
MEGATRON CRASHED
AND DIED ONBOARD THE ARK.

LORD, MY FORCES HAVE
ROUTED THE AUTOBOT
RESISTANCE IN KALIS.

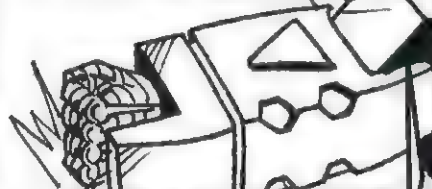
LORD, SMELTING
POOL IS READY.



LORD, SHOULD WE BE
SLAUGHTERING ALL OF THE
AUTOBOTS. ARE THESE MASS
EXECUTIONS ENTIRELY NECESSARY?



YES, I THINK YOU'LL FIND THAT
THEY ARE. KILLING TRAACHON
AND THE OTHERS WHO
SURRENDERED SHOWS
THAT RESISTANCE WILL
NOT BE TOLERATED. IS
THAT ALRIGHT WITH YOU?



...AND SHALL WE BE SO
RUTHLESS WHEN WE
BEGIN "CYBER-FORMING"
OTHER WORLDS?

NATURALLY. AS PRIMUS'S CHOSEN
RACE ALL DECEPTICONS
HAVE A DUTY TO CLEANSE
THE UNIVERSE OF INFERIOR
BEINGS. MAKES PERFECT SENSE!



LORD I DETECT A -



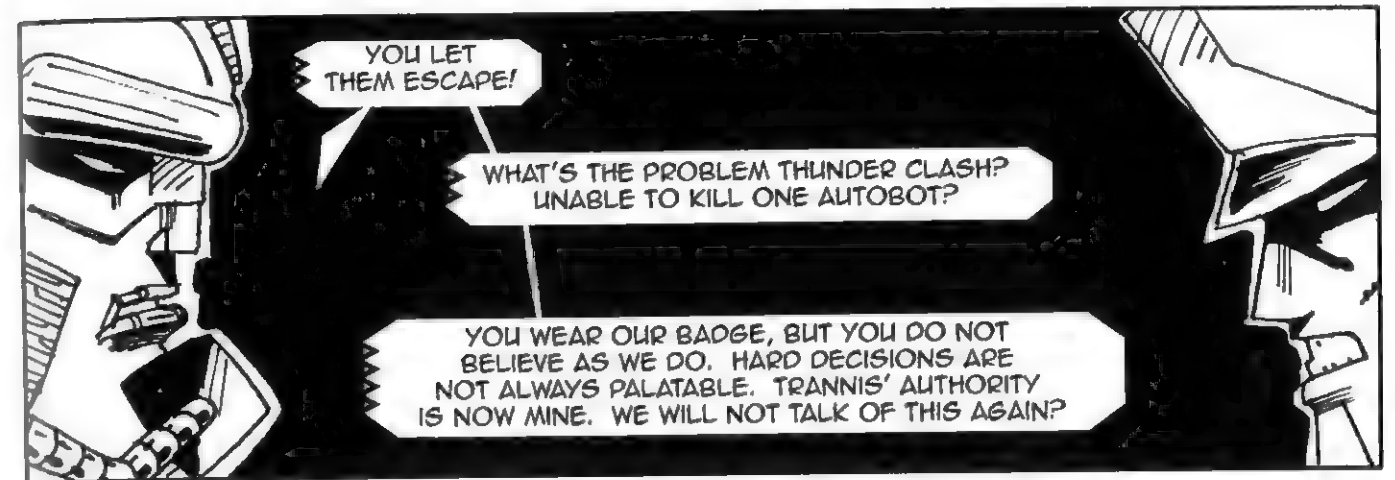
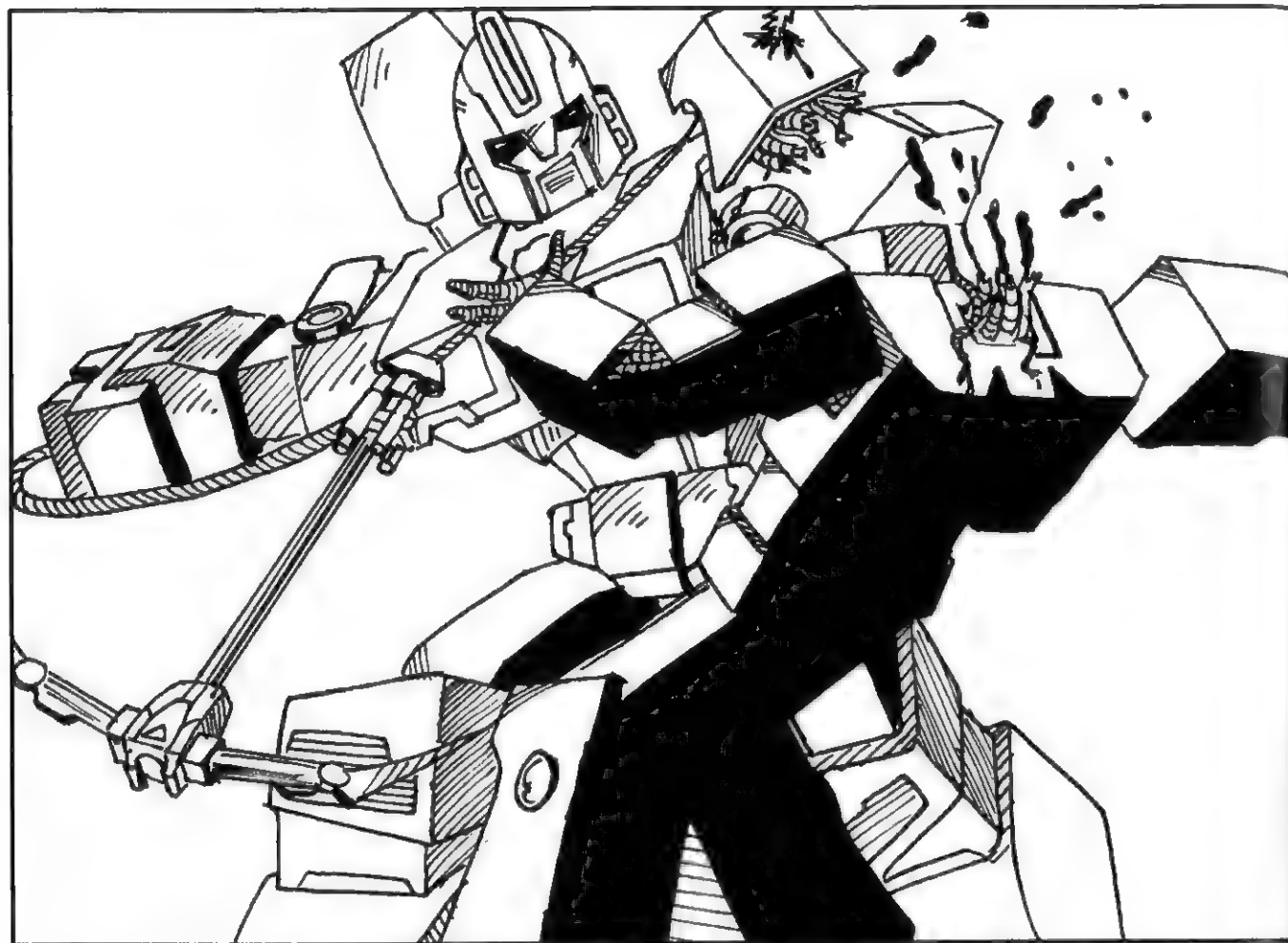
SURPRISE!

WRECK AND RULE!



AND?

AND
DIE!



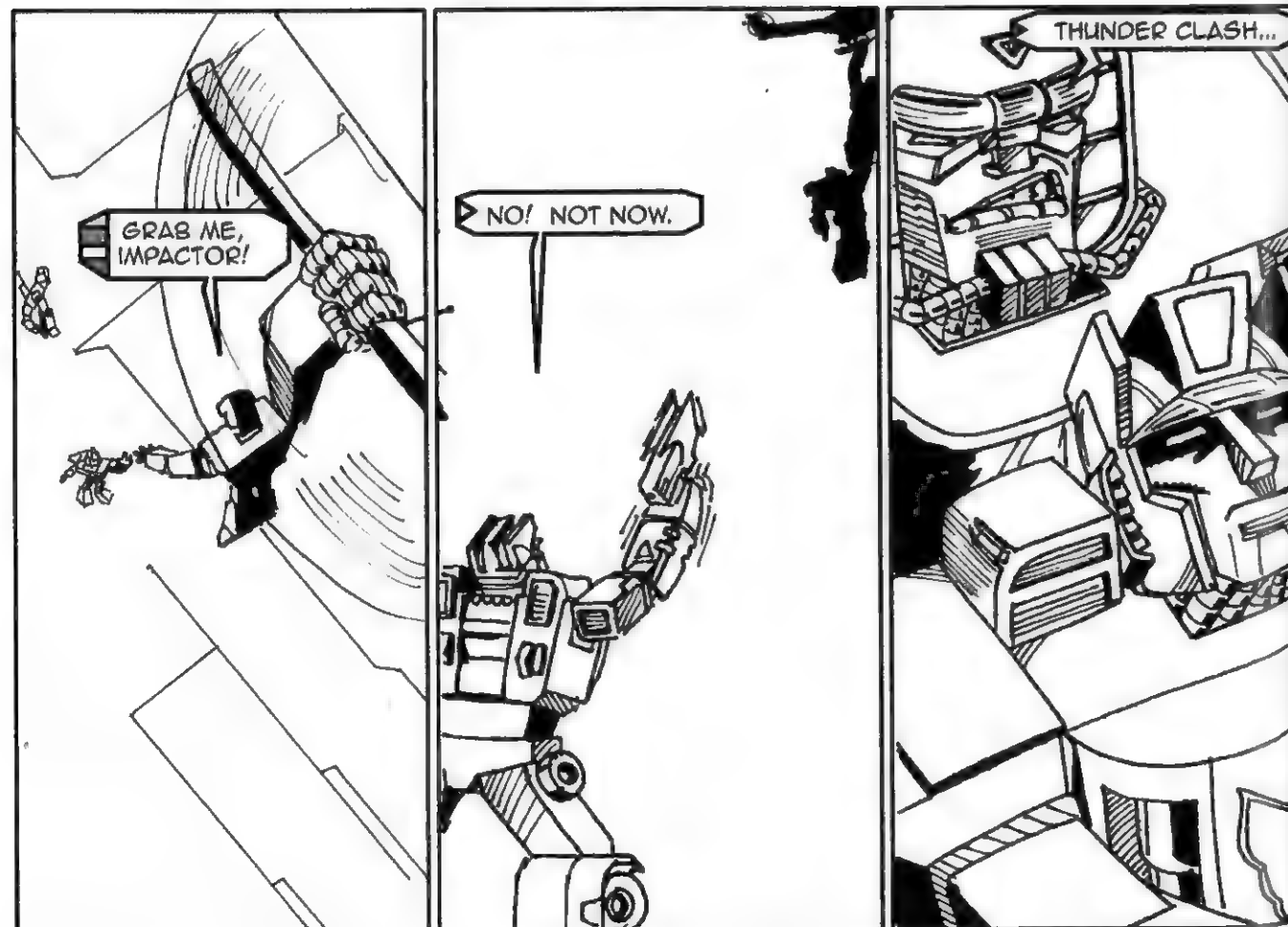
YOU LET
THEM ESCAPE!

WHAT'S THE PROBLEM THUNDER CLASH?
UNABLE TO KILL ONE AUTOBOT?

YOU WEAR OUR BADGE, BUT YOU DO NOT
BELIEVE AS WE DO. HARD DECISIONS ARE
NOT ALWAYS PALATABLE. TRANNIS' AUTHORITY
IS NOW MINE. WE WILL NOT TALK OF THIS AGAIN?



WE SHALL CARRY ON WITH HIS PLAN.
ONE SMALL CHANGE, HOWEVER.
I HAVE TAKEN OVER FULL
RESPONSIBILITY. ARE THERE
ANY OTHER OPINIONS?



GRAB ME,
IMPACTOR!

NO! NOT NOW.

THUNDER CLASH...



COME, DECEPTICONS. WE GO TO DO
GOOD WORK - PRIMUS' WORK - AND
TO SEED THE STARS WITH OUR KIND.
WE NEED TO MOVE ON.
LEAVE THE AUTOBOTS TO THEIR DUST.



STRAXUS: CYBERTRON IS YOURS.

I HAVE SOME IDEAS...



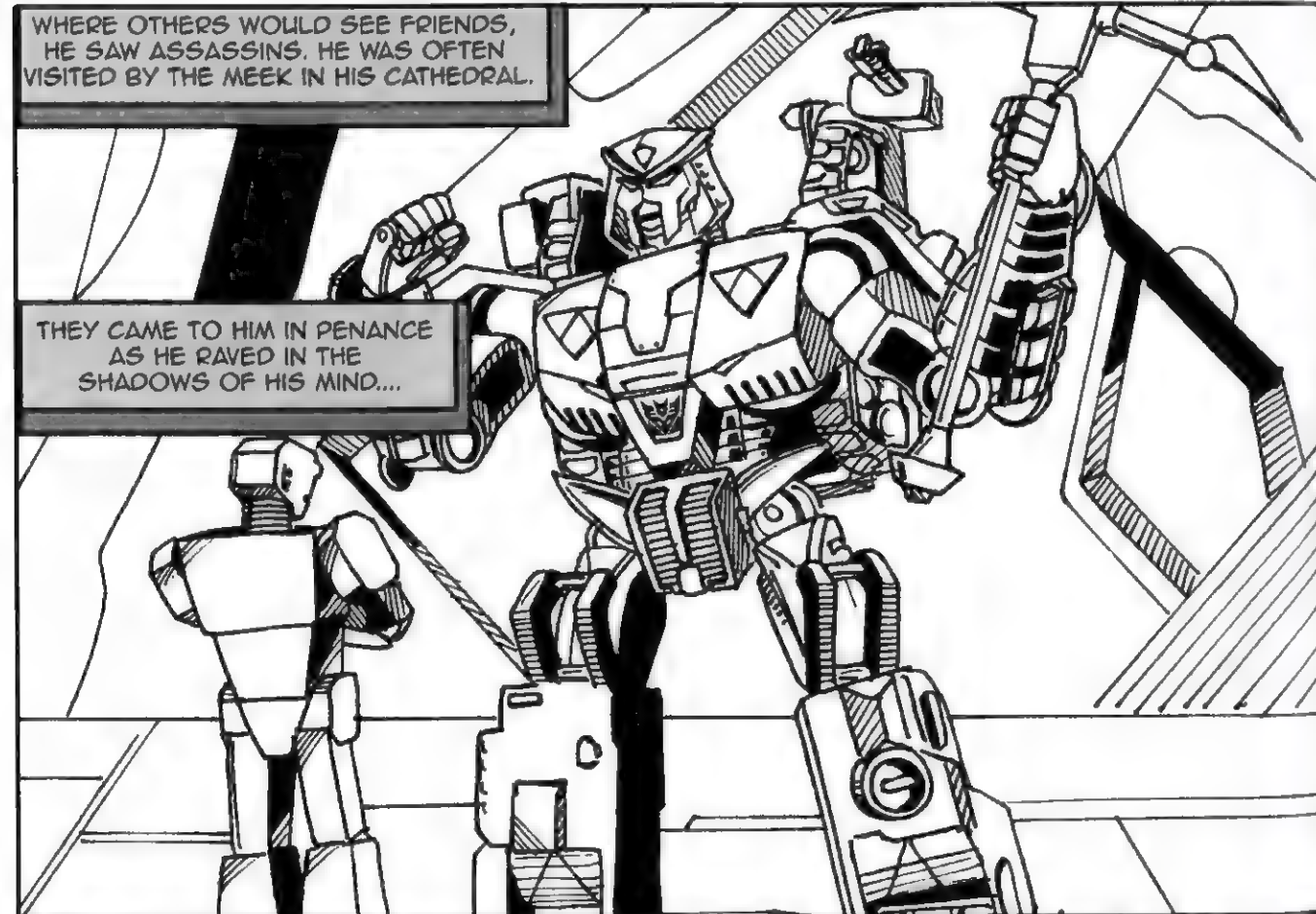
...HALF MY LIFE HAS PASSED
NOW. GLITCHES OF OLD
MEMORY SURFACE AND SHINE...

...THEY CLOSE THIS DATA STREAM:
MY RECOLLECTIONS ON WHAT MAY
HAVE BEEN. PERHAPS YOU WOULD
CARE TO LISTEN TO MY STORY?..



...THEN ATTEND TO THE RISE
OF STRAXUS, THE TYRANT
OF DARKMOUNT, AND HEAR
OF HIS DEEDS.

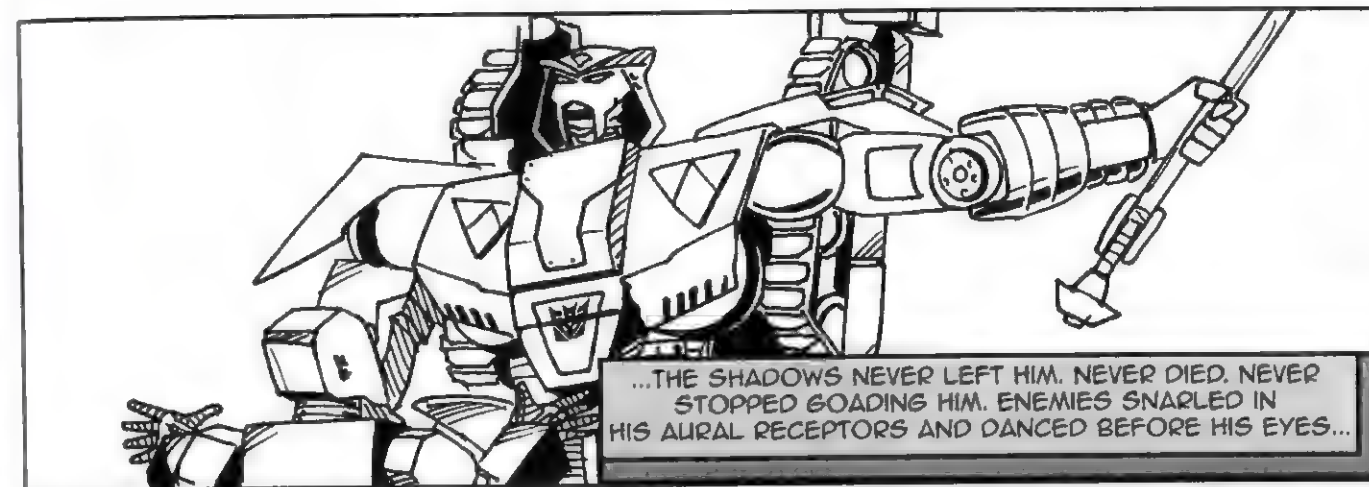
WHERE OTHERS WOULD SEE FRIENDS,
HE SAW ASSASSINS. HE WAS OFTEN
VISITED BY THE MECK IN HIS CATHEDRAL.



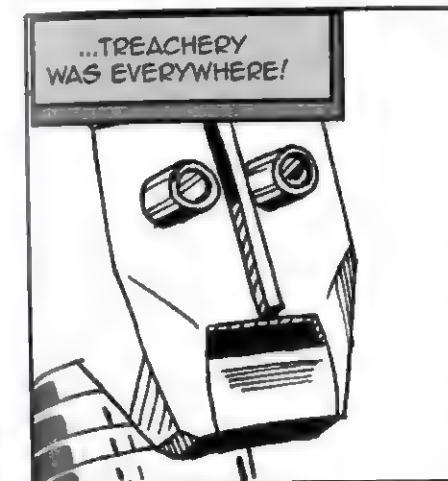
THEY CAME TO HIM IN PENANCE
AS HE RAVED IN THE
SHADOWS OF HIS MIND....

KEEP THE HOME FIRES BURNING

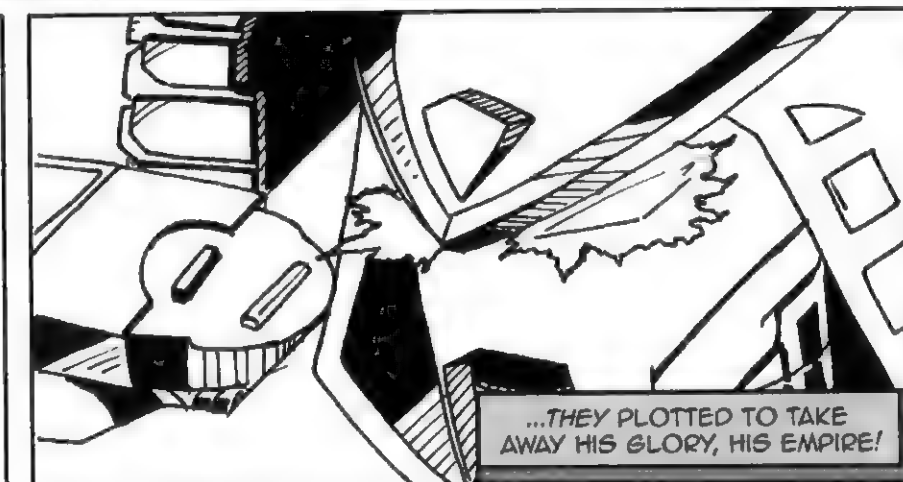
RALPH BURNS & ANDY TURNBULL: STORYTELLERS



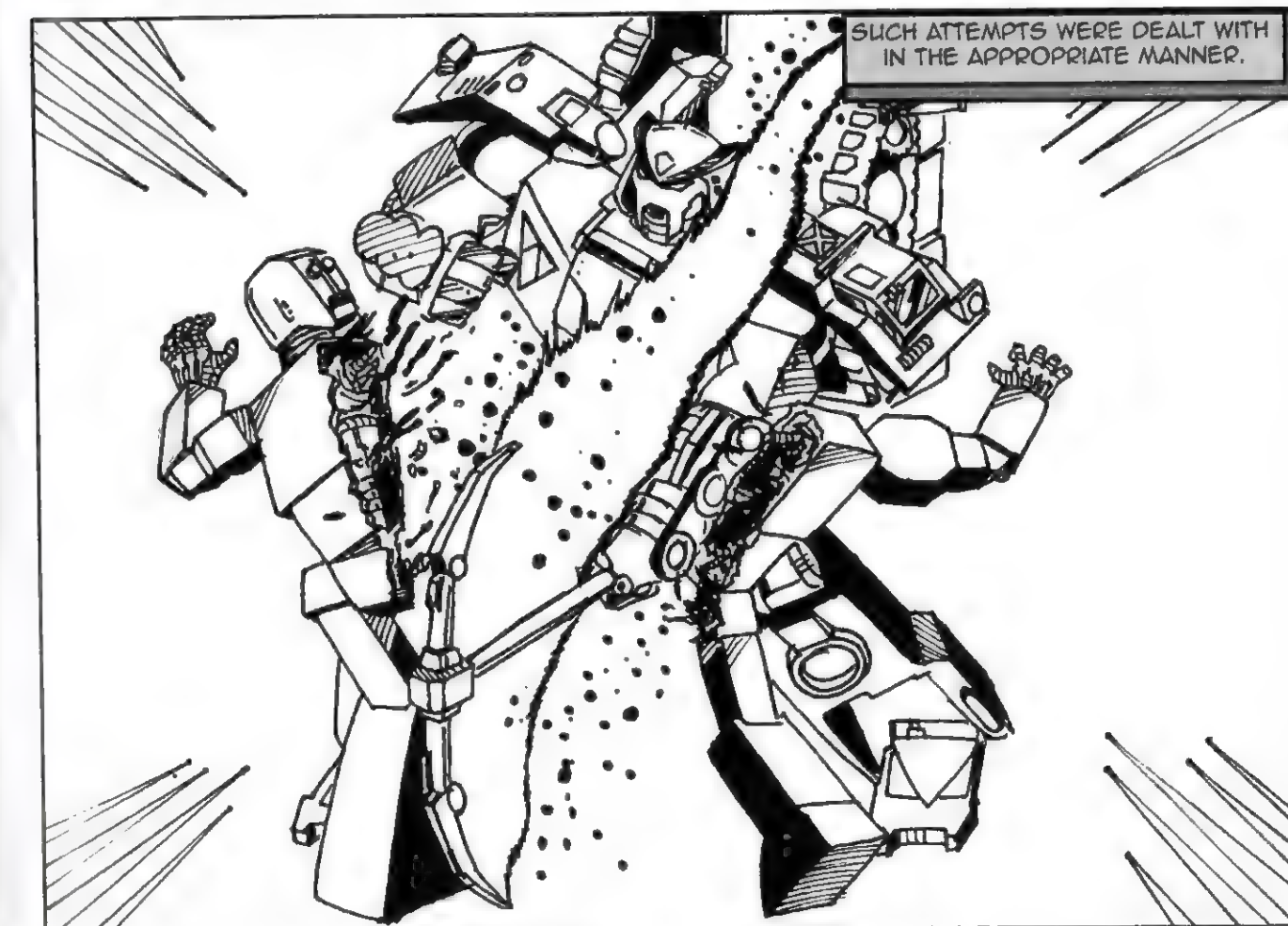
...THE SHADOWS NEVER LEFT HIM. NEVER DIED. NEVER
STOPPED GOADING HIM. ENEMIES SNARLED IN
HIS AURAL RECEPTORS AND DANCED BEFORE HIS EYES...



...TREACHERY
WAS EVERYWHERE!



...THEY PLOTTED TO TAKE
AWAY HIS GLORY, HIS EMPIRE!



SUCH ATTEMPTS WERE DEALT WITH
IN THE APPROPRIATE MANNER.

HE HAD NO FRIENDS, BUT SOMETIMES
FACES APPEARED BEFORE HIM.

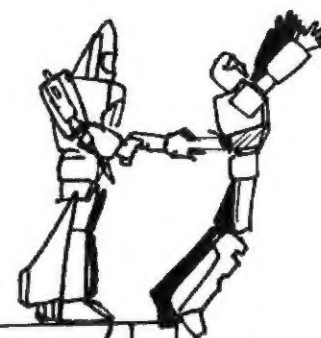
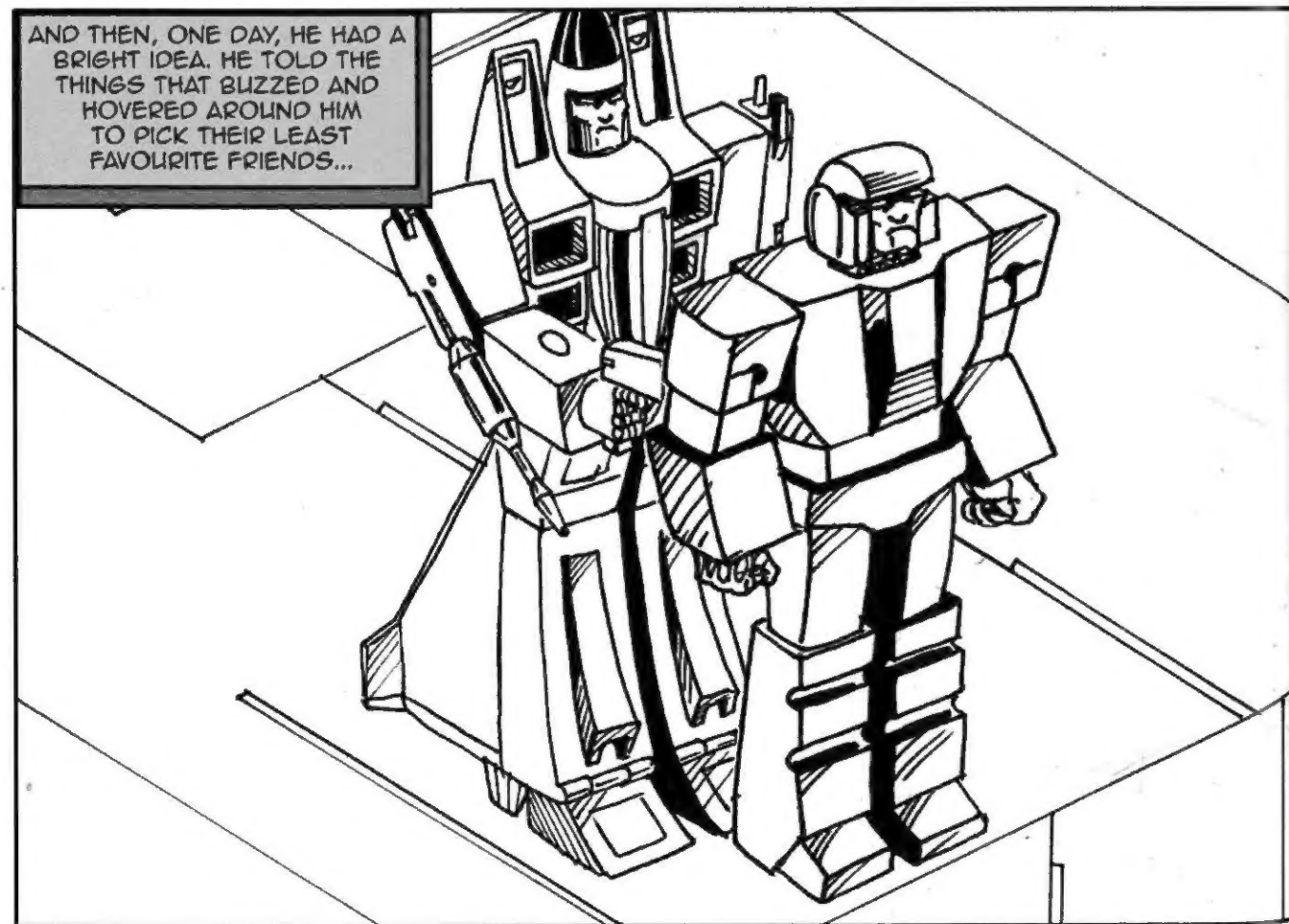


THEY BABBLLED, BUT HE COULD NOT HEAR THEM.
THEY WERE DISMISSED FROM HIS ATTENTIONS.

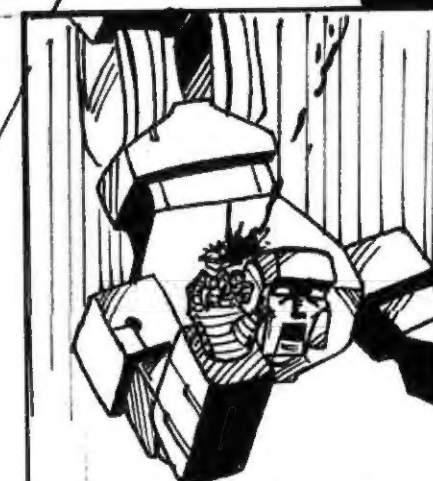


HIS MIND TURNED TO THE SMELTING POOL,
AN EFFICIENT SYSTEM FOR RECYCLING
BATTLEFIELD DEBRIS TO BUILD
HIS MANY USEFUL THINGS...

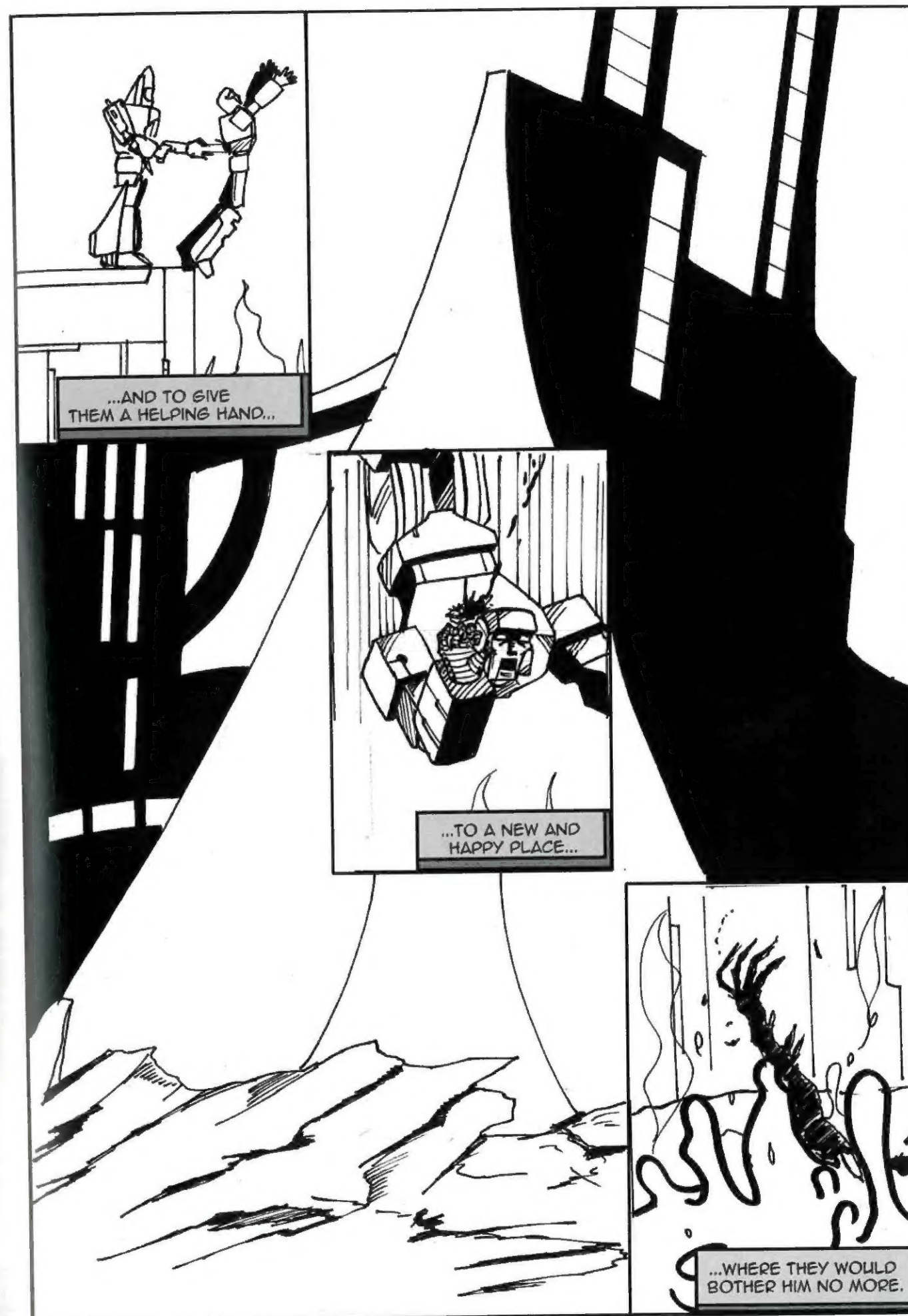
AND THEN, ONE DAY, HE HAD A
BRIGHT IDEA. HE TOLD THE
THINGS THAT BUZZED AND
HOVERED AROUND HIM
TO PICK THEIR LEAST
FAVOURITE FRIENDS...



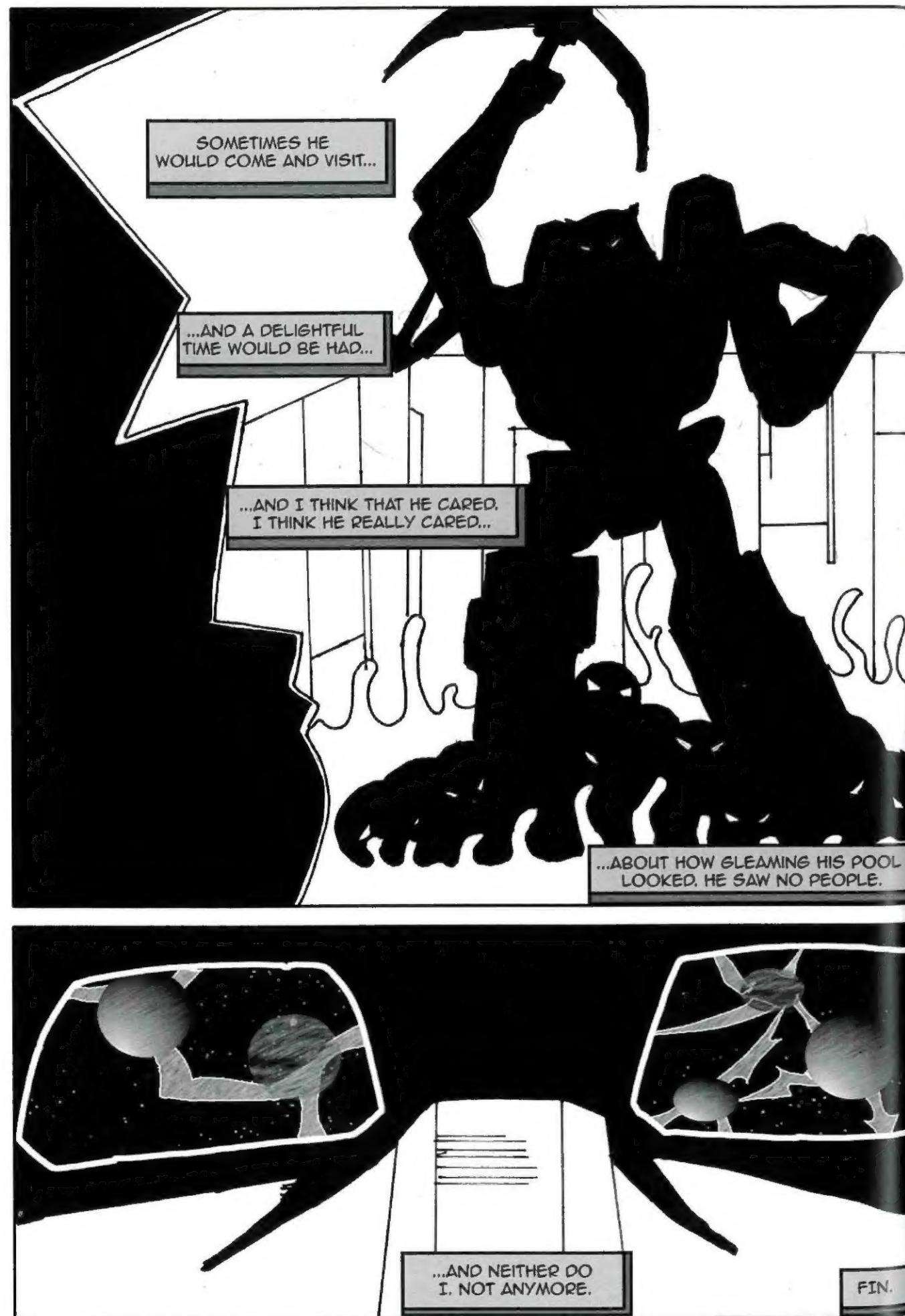
...AND TO GIVE
THEM A HELPING HAND...



...TO A NEW AND
HAPPY PLACE...



...WHERE THEY WOULD
BOTHR HIM NO MORE.



GUEST PROFILES

Simon Furman

Simon Furman is a writer for comic books and TV animation, his name inextricably linked to *Transformers*, the 80s toy phenomenon. He has written literally hundreds of stories about the war-torn 'robots in disguise', for Marvel Comics (US and UK), Dreamwave IDW Publishing, Titan Comics, and the upcoming continuation of his Marvel run from IDW comics. His other comic book credits include *Dragon's Claws*, *Death's Head*, *Alpha Flight*, *Turok*, *She-Hulk*, *Robocop* and *What If?*

In the TV animation field, Furman has written for shows such as *Beast Wars*, *Roswell Conspiracies*, *Dan Dare*, *X-Men: Evolution*, *Alien Races* and *A.T.O.M.*

Editorially, Furman oversaw Titan Books' range of *Transformers* titles and their 'Comics Creators' series (which includes *Comics Creators on X-Men* and *Writers on Comics Scriptwriting 2*). Furman's other recent writing work includes *Ronan* and *Death's Head 3.0* (both for Marvel), *Power Rangers SPD*, *A.T.O.M* (the comic) and *Wallace & Gromit*.

He is also the author of *Transformers: The Ultimate Guide*, a lavish twentieth anniversary hardcover, and a *Dr. Who* audio adventure ('The Axis of Insanity').

GEOFF SENIOR (by Geoff Senior!)

Since leaving the world of comic books around 14 years ago, I've been working as a storyboard artist in the world of advertising. The work is interesting as one day I may be working on a beer promotion and the next day a car or anything in between. I have enjoyed it as I've had to learn how to draw 'real' people and be aware of modern fashions and hairstyles etc. And as far as cars are concerned my cars no longer look like boxes with wheels!

I feel my work has improved leaps and bounds over the recent years because of the huge variety of subjects I've worked on. But I will always be grateful for the storytelling skills and experience I picked up from the drawing of *Transformers*, *Dragons Claws*, *Deaths Head* and *Judge Dredd* among others.

Recently, I've been busy starting up my own office/studio (Smudge Pencil) in central London. I have worked through other studios but decided to take the plunge and be my own boss.

I still draw the conventional way but now use Photoshop to colour in. I enjoy it and have put my inks and Magic Markers away for good I hope. Though like everyone else I haven't thrown them away, just in case.

Andrew Wildman

Andrew Wildman is a designer/illustrator of some 25 years industry experience. His work as an illustrator has been used in advertising and publishing but it is for his work in the field of comics that he is best known. Illustrating for books such as *Transformers*, *The X-Men*, *Spider-Man* and *Venom* with such acclaimed writers as Larry Hama, Peter David and Ralph Macchio has gained him a devoted fan base. Further work includes character design and animated movie production for the TV and Video Games industries. Storyboarding for the film *Wing Commander* and design and concept work on games *The Mummy*, *Gunlok*, *Jesse James: Gunfighter*,

Delta Force, *Largo Winch* and *Dredd v Death* have created a presence within the computer games industry.

Wildman returned to the comics world of *Transformers* with the Dreamwave and IDW published Graphic Novel *The War Within - The Dark Ages*, with long-time collaborator Simon Furman and *Black Horizons* with writer Tim Seeley published by Devil's Due. Andrew was also Head Character Designer at BKN where he created characters for the animated TV show *Legend Of The Dragon* along with Ali Baba, *Kong: Return to the Jungle* and *Zorro: Generation Z*. He will shortly be picking up where he left off back in 1991 with a continuation of the highly acclaimed *Transformers* run from Marvel with Simon Furman. This will be published by IDW in 2012.

Andrew is currently developing his own Graphic Novel called *Horizon*. He has also co-created the comic strip *FRONTIER* for British comic *The DFC* as well as a ground breaking Children's TV series with Bob the Builder scriptwriter, Simon Jowett.

Other work includes character and environment design for the Games Development studio, *ZoeMode Guildford*.

In 2005 Andrew founded the charity project, *Draw the World Together*. The purpose of the project is to raise

Jason Cardy

Jason is a professional in the comic book industry, recently making the jump from colourist to artist. His drawn artwork has recently been seen on the occasional cover of the 'Transformers Universe' comic (from Titan), 'Terminator Salvation', 'Actionman ATOM' and Udon Comics new 'Darkstalkers' artbook. Primarily a colourist, he has worked on several TF-related projects including the UK TF Comic, G1 Standees, DVD art & *Death's Head / Dragon's Claws* trade paperbacks. He has worked on over 20 titles including several award winning books such as 'Spectacular Spiderman' and 'Frankenstein'. Aside from *Transformers*, Jason is currently working with Kat Nicholson in producing all the artwork for Shakespeare's 'A Midsummer Night's Dream' for Classical Comics. He is also writing his own sci-fi comic strip that he plans to draw, colour and pitch to publishers next year, featuring (you guessed it) transforming robots! Find a selection of his work online at jasoncardy.deviantart.com

Kat Nicholson

Kat Nicholson is a comic artist who has worked primarily as a colorist to date. In the *Transformers* world she's perhaps best known for her bold and eye-catching colours that she's added to covers and strips of Titan's tragically short-lived *TFA Magazine*. She also coloured *Beast Wars* illustrations for IDW and has contributed artwork for a couple of *Auto-Assembly* shows.

Other than *Transformers* Kat loves to work on any product that's cartoony or fantastical, other titles she's coloured on include *Spiderman*, *DreamWorks Tales*, *Action Man A.T.O.M.*, and illustrated a graphic novel of Shakespeare's "A Midsummer Night's Dream" with her partner in crime, Jason Cardy.

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Simon Williams

Simon Williams is not only a professional comic artist hailing from Wales, in the United Kingdom... but is also Wales ever lovin' idol of millions. Since breaking into the comics business in 2003, Simon has worked on various UK comic titles... including *Transformers Armada*, *Spectacular Spider-man Adventures*, and the *Incredible Hulk Annual*. He has also recently produced artwork for Panini Comics' recent *Death's Head* collections, IDW's *Transformers: Beast Wars Sourcebooks* and Titan's *Transformers UK* magazine.

He has also produced artwork for various other forms of Transformers-related media, such as DVDs, toys and collectable merchandise... including the official Optimus Prime and Megatron standees for CardboardCutout.net. He is currently working on Clearvision's new line of Marvel Comics DVDs.

Nick Roche

Like some sort of cut-price Triplechanger, Wexford-born Nick Roche changes from artist, to writer, to vaguely humanoid, and back again. (His instructions are hard to decipher, however.) A hardcore robo-fanboy, Nick really landed on his feet when he started work with IDW, churning out covers and kicking off their Spotlight series. Since then, he's worked with Titan Publishing on their *Transformers* and *TMNT* titles, as well as handling some *Doctor Who* for IDW. He wrote the Zombot-tastic *Spotlight: Kup*, handled art on the currently-available-as-trade paperback *Maximum Dinobots*, and has also written and drawn a strip for *All Hail Megatron #15*, again featuring ol' Kup. 2010 saw Nick write and draw the excellent 5-issue miniseries *The Last Stand Of The Wreckers*.

In his spare time, Nick likes to hassle his beautiful girlfriend Anne-Marie via the gift of hair metal.

2012 will see Nick take on art duties for one of IDW's TWO ongoing Transformers series - *Robots in Disguise*, which will be written by...

James Roberts

James Roberts has already had one brush with fame through fandom following his self-published Transformers novel - *Eugenesis* in 2001. Quite an achievement in itself, and the novel is one of the most gripping Transformers story you will read. Last year he was seen aiding and abetting Nick Roche - co-writing the *The Last Stand of The Wreckers*.

When he's not saddled with making Nick's work PG-13 James has been involved in the editing and collection of the impending Transformers UK Classics collection, which will see many out of print Transformers UK stories such as *Man of Iron* and *Crisis of Command*.

He is co-writing several issues of the IDW Transformers ongoing title with Mike Costa before taking the helm of *Robots in Disguise* to be published in 2012 by IDW.

Liam Shalloo

A life long comic fan, Liam first discovered digital colouring and painting whilst studying for a degree in Digital Animation and Digital Arts. Just prior to his graduating he was offered his first professional work with IDW on *Spotlight Hot Rod*. Since then he has gone on to work on numerous Transformers books for both Titan and IDW, including *Revelation*, *Devastation*, *The Beast Wars Source book*, *Saga of the Allspark*, *Transformers Animated: The Arrival*, *Spotlight Grimlock*, *Blaster*, *Mirage* and has worked on a large bulk of *The Best of the UK Reprint covers*. Apart from Transformers he has also worked on *Snaked*, *GI Joe* and *Dr Who*. Currently Liam resides in London and works as member of the Singstar team for Sony Computer Entertainment.

Kris Carter

Theorising one could get a design job after art college, **Kris Carter** stepped out of his graduation and vanished. He awoke to find himself trapped in a secured loan call centre, facing irate customers over a red hot phone, and driven by some unknown force to change his career for the better - by colouring comic books. And so Kris finds himself freelancing from job to job, striving to put colours on what's been drawn, and hoping each time that his next job, will be the job that allows him to quit working in that call centre.

Based in Wales, Kris has coloured several Transformers comics for Titan and IDW, including *Spotlights: Arcee*, *Cyclonus* and *Hardhead*, the *Revenge Of The Fallen* movie comic, and *All Hail Megatron #15*.

Lee Bradley

Lee Bradley is a penciller / inker / colourist and sometime writer, as well as being a long term Transformers fan. Lee broke into the comics industry in 2007. Working as colourist on John McCrear's full run of *Spider-Man Tower of Power*, Lee moved forward into becoming a penciller and inker on this self same title. He began his relationship with Titan inking and colouring on their *Turtles* fast forward comic and moved on to creating the *How to Draw Transformers* Guide for them. As well as working on strips in the main Transformers comic he also worked on their Transformers Animated short lived comic book.

John Paul Bove

A relative newcomer to the professional world of comics, but John Paul's work has enhanced several artists work over the years - he was responsible for supplying the colour art to the variant cover for *Transformers #12* by Casey Collier for IDW publishing and has also done some work for Marvel.

We have no doubt we'll be seeing a lot more of his wonderful colouring over the coming years.



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